

"Bun Bun"  
1034-240  
Final Board

Date 11/02/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 11/02/15
- ☒ Final Board

Adventure Time Created by  
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Supervising Director  
Elizabeth Ito

Storyboard by  
Somvilay Xayaphone &  
Seo Kim

Animation Studio  
RDK

NOV 12 2015

1034/240

1034/240

1034/240



# ADVENTURE TIME

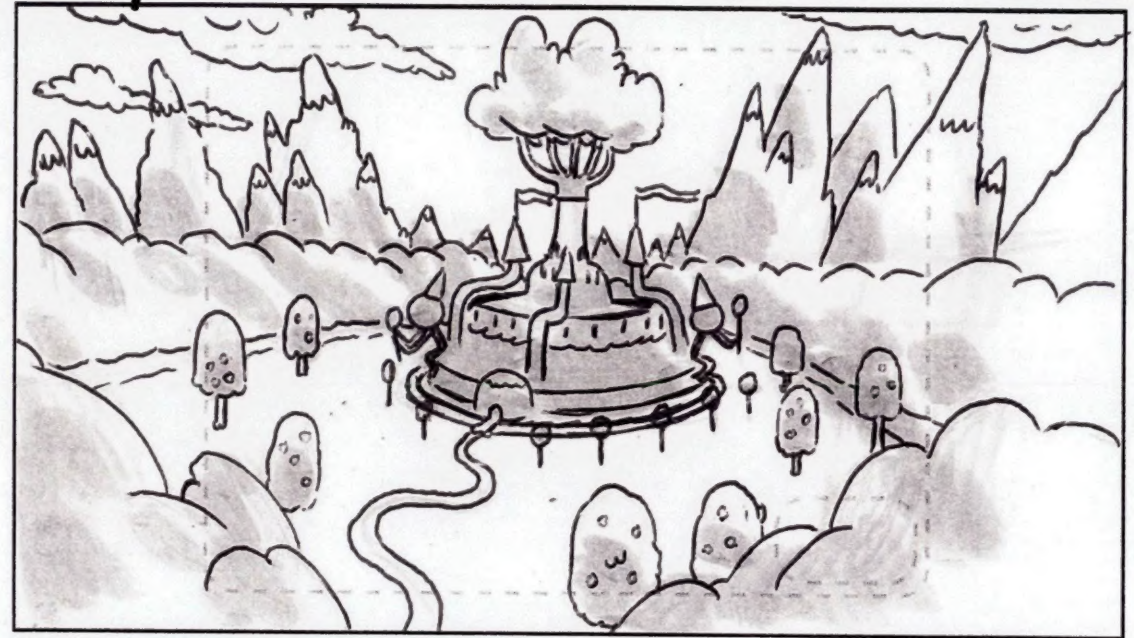


Page 01

Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:	
Action:	- Candy Kingdom.
Timing:	NOV 12 2015

EPISODE # 1034-240

Production :

1034/240



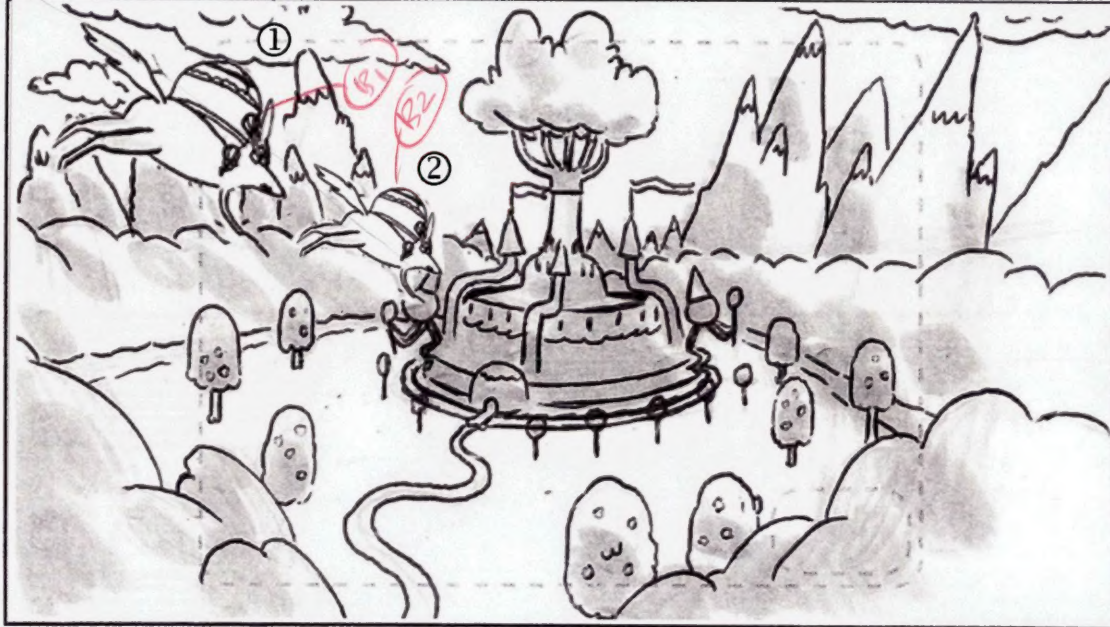
# ADVENTURE TIME



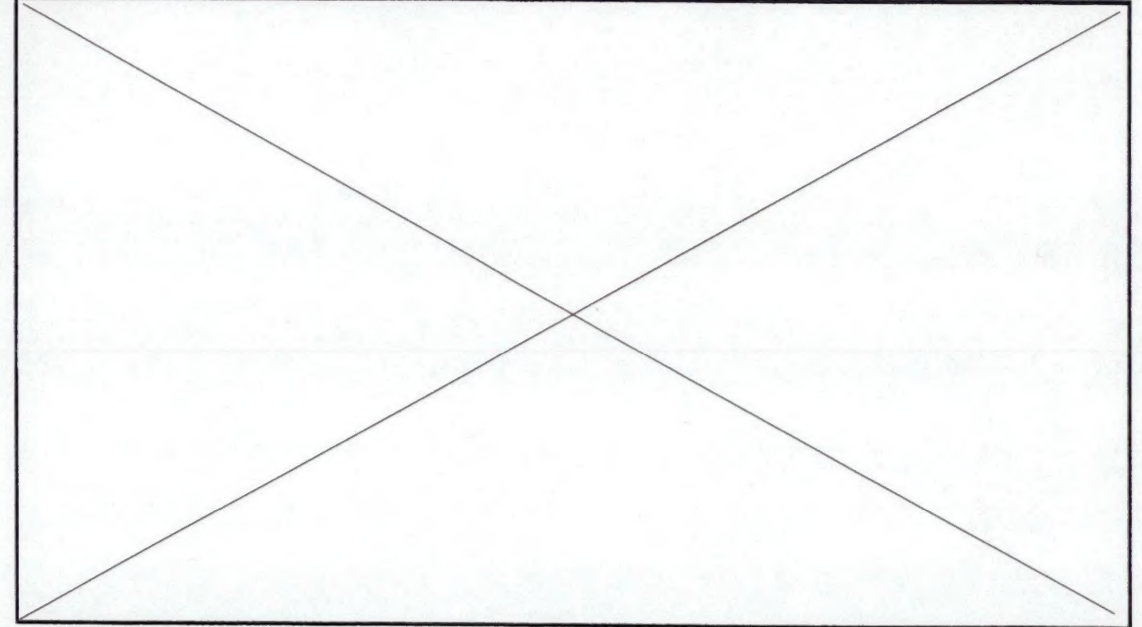
No Scene 2

Page 02

Sc. 01 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: \* WHOOSH \* \_\_\_\_\_

Action:

~ CB + FIREWOLF FLY ON/S.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME



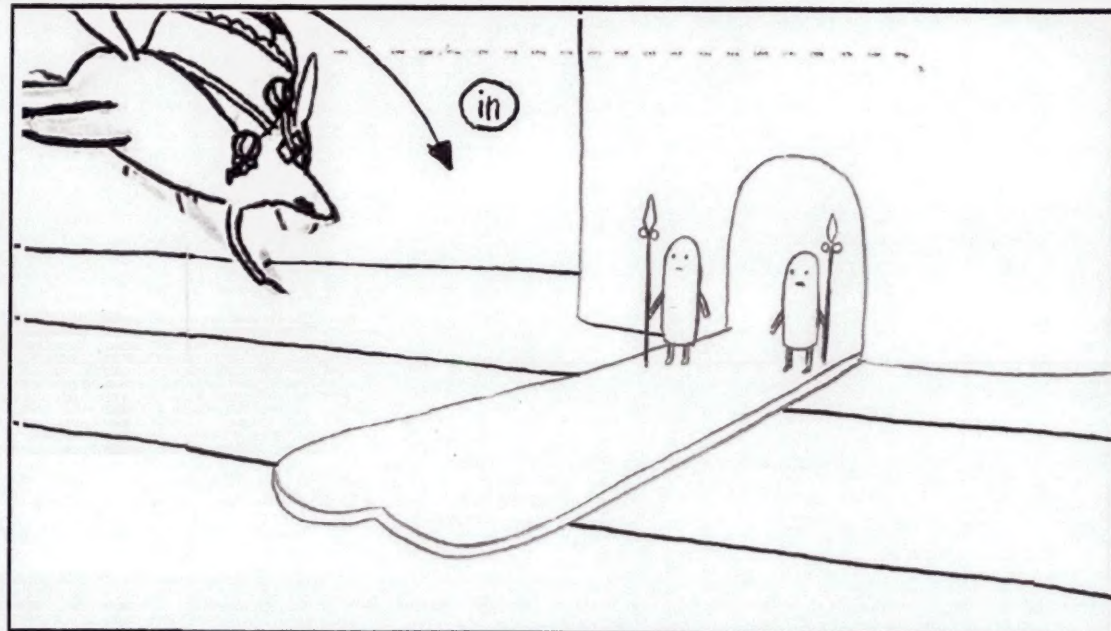
Page 3

Sc. 03

Pnl. A

Bg.

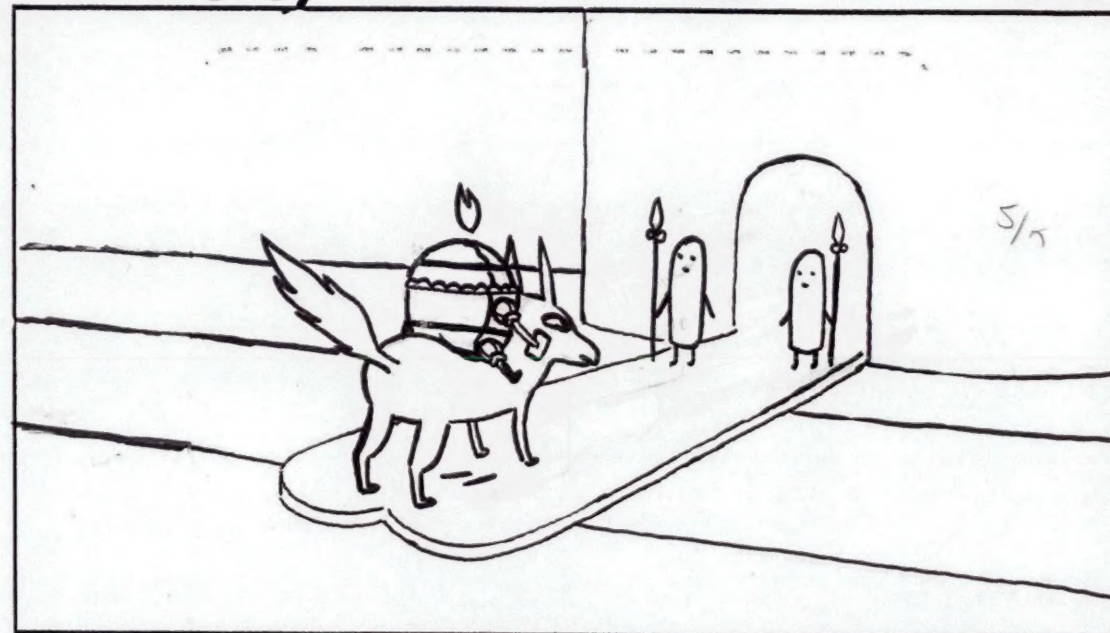
day night



Sc. 03 CONT Pnl. B

Bg.

day night



Dialog:

Action:

- CB + FIREWOLF ALIGHT ON BRIDGE.

NOV 12 2011

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME



Page 04

Sc. 3 CONT

Pnl. C

Bg.

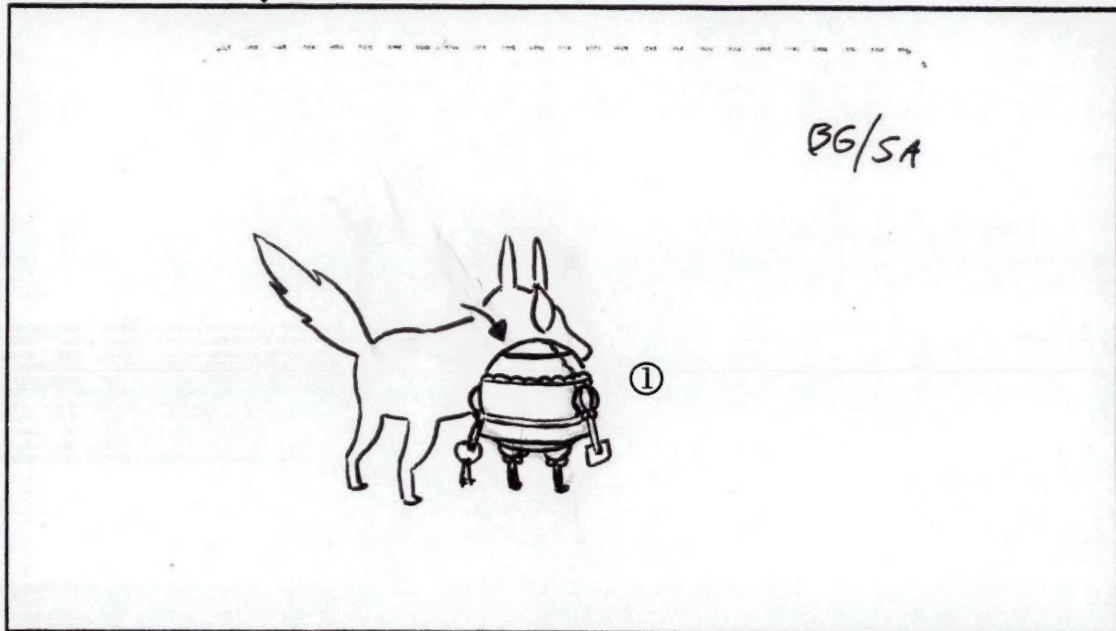
day night

Sc. 3 CONT

Pnl. D

Bg.

day night



Dialog:

BANANA  
GUARD #1 2  
" " #3

HEY CINNAMON BUN.

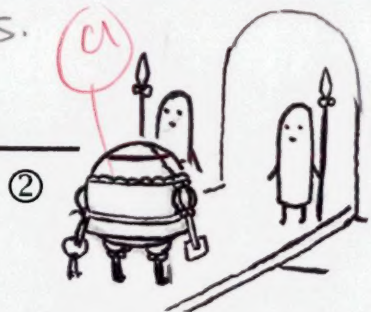
Action:

-CB DISMOUNTS.

-CB APPROACHES BANANA GUARDS.

NOV 12 2015

Timing:



1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240



# ADVENTURE TIME



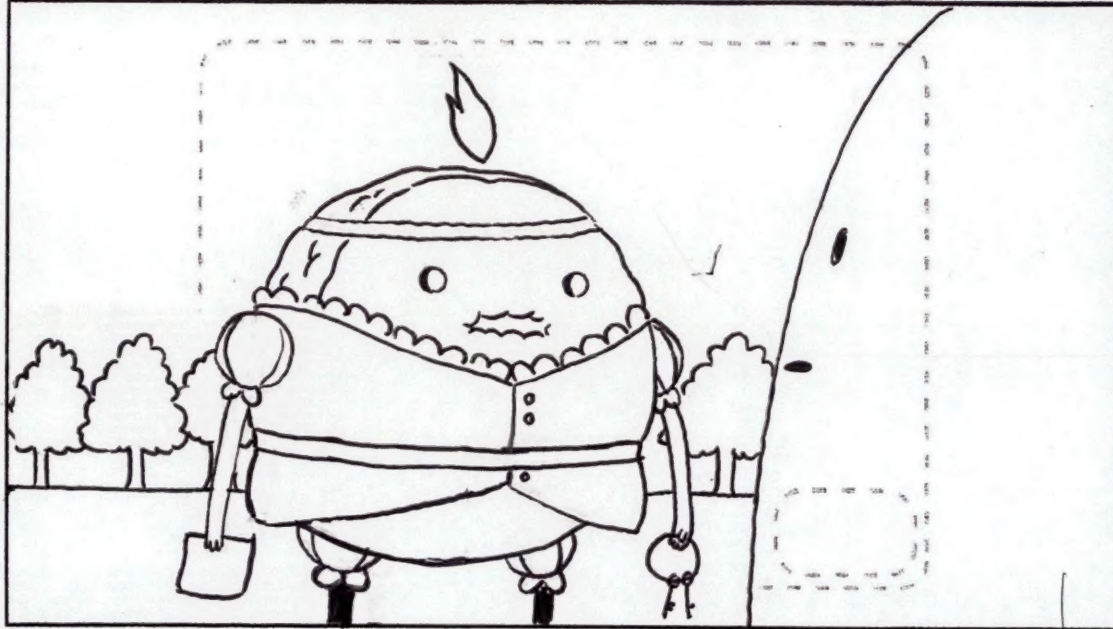
Page 05

Sc. 04

Pnl. A

Bg.

day night

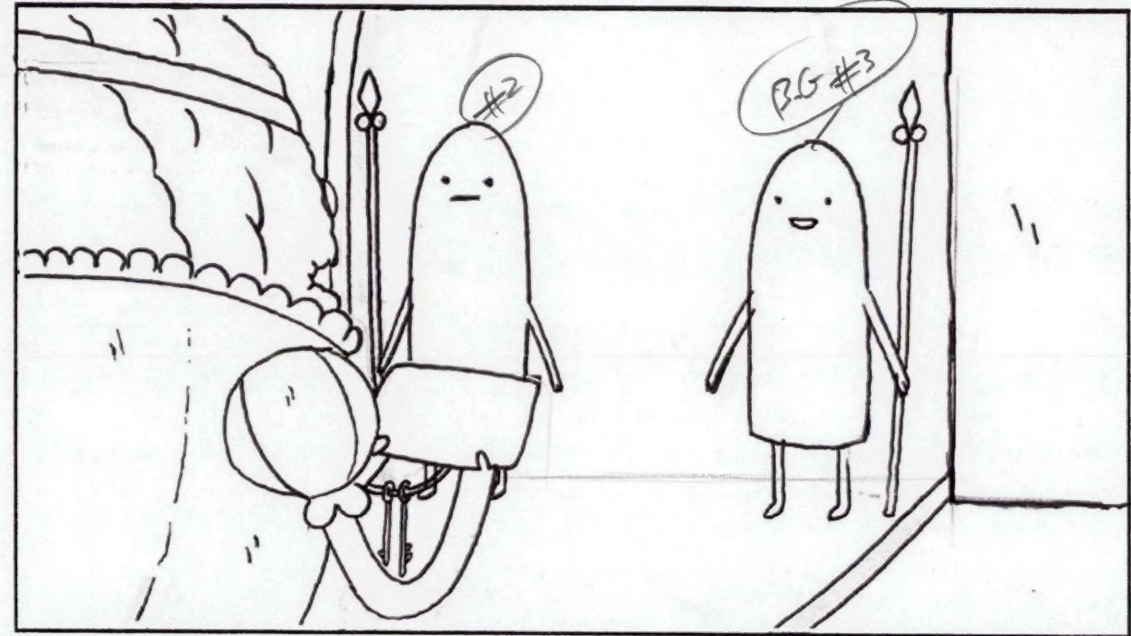


Sc. 05

Pnl. A

Bg.

day night



Dialog:

CB:

Hi.

I'M HERE ON DIPLOMATIC  
BUSINESS.

BG#2 Yeah, THE PRINCESS IS

Action:

- CB HOLDS UP CARD.

Timing:



NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240



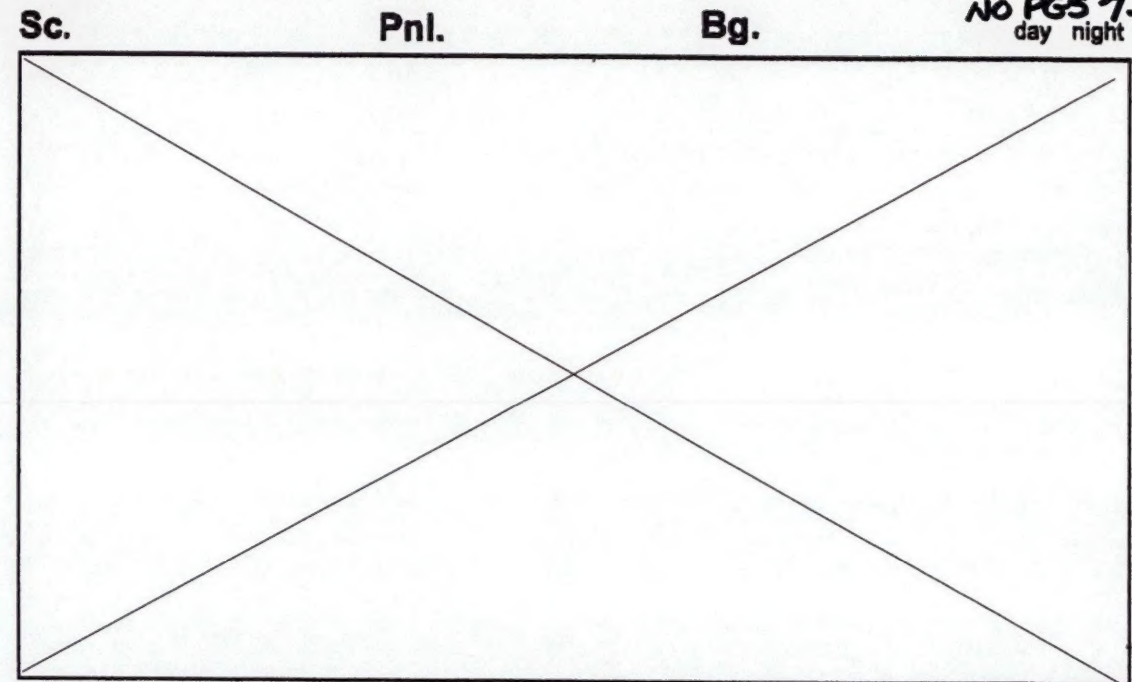
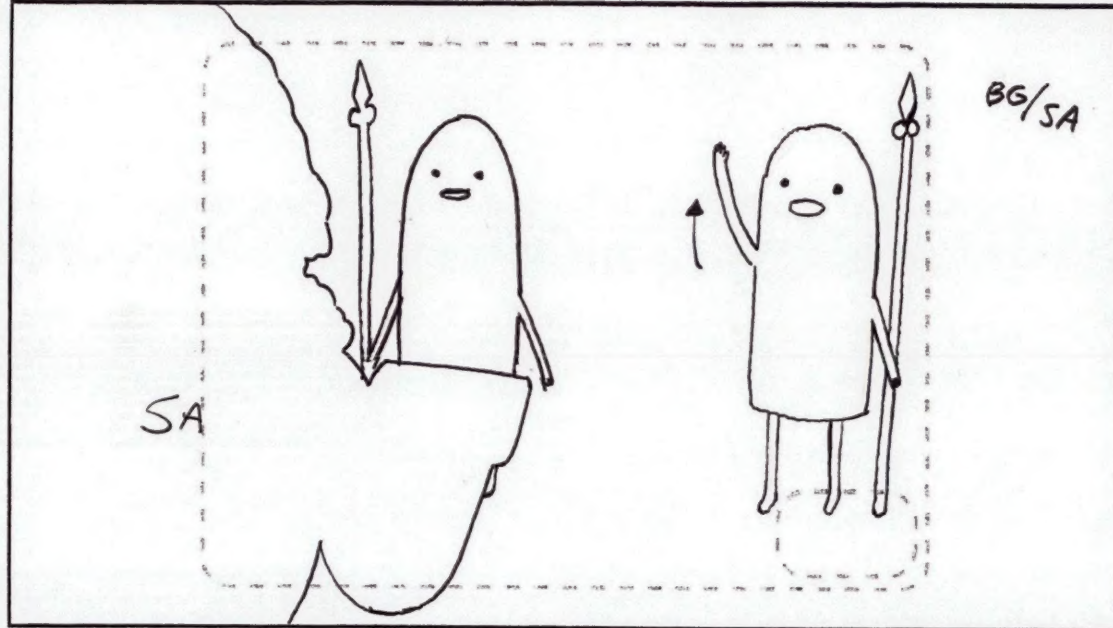
# ADVENTURE TIME



No Scene 6

Page 06  
NO PGS 7-8  
day night

Sc. 05 cont Pnl. B Bg. day night



Dialog:	<u>BG#2</u> EXPECTING YOU.
Action:	
Timing:	

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240



# ADVENTURE TIME



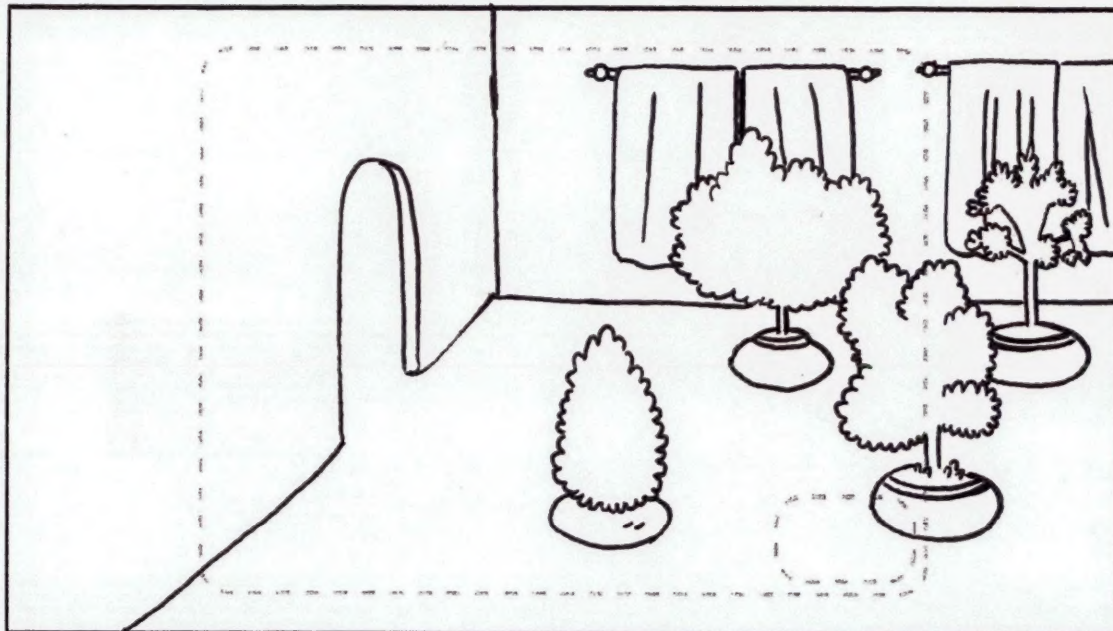
Page 09

Sc. 07

Pnl. A

Bg.

day night

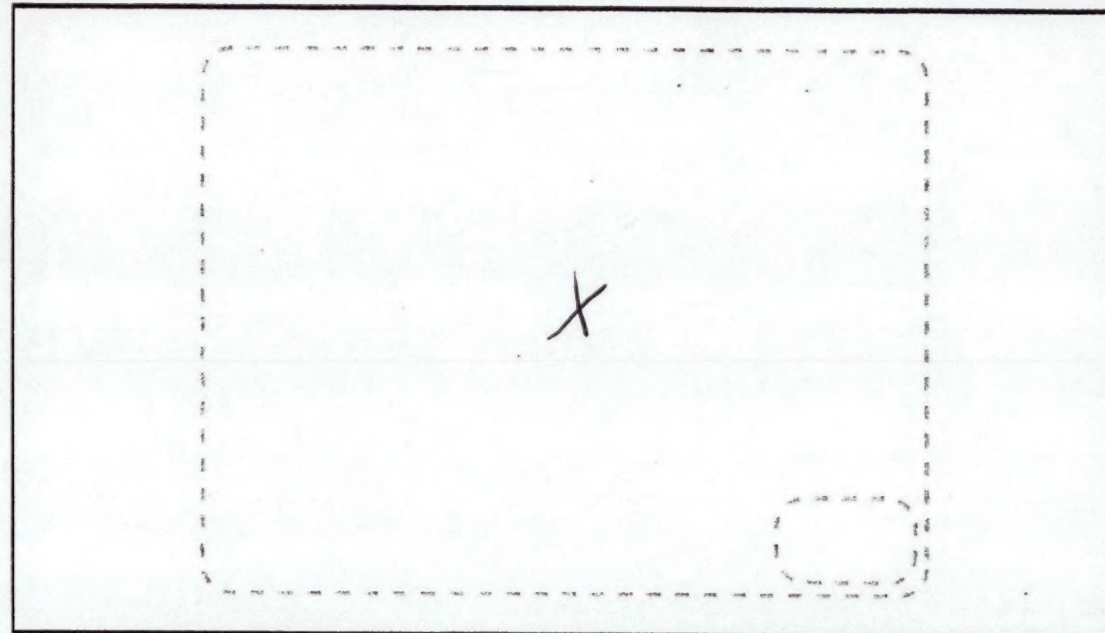


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 12 2015

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EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME



PAN →

Page 10

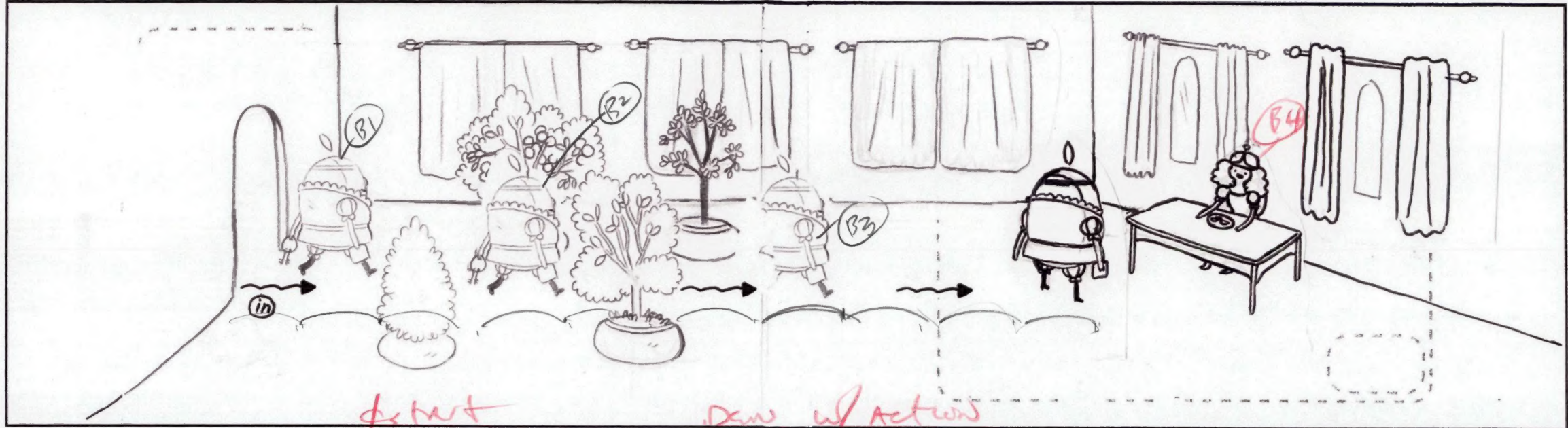
Sc. 07 *cont*

Pnl. B

Bg.

day night

day night



Dialog:

START

PRINCESS BUBBLEGUM: CINNAMON BUN, WELCOME

SFX: \* NACHOS CRUNCHING \*

Action:

- CB WALKS ON/S.

- PAN W/ CB



- PB EATING NACHOS.

NOV 12 2015

Timing:

1034-240

EPISODE #

STOP

1034/240

Production :

1034/240



# ADVENTURE TIME



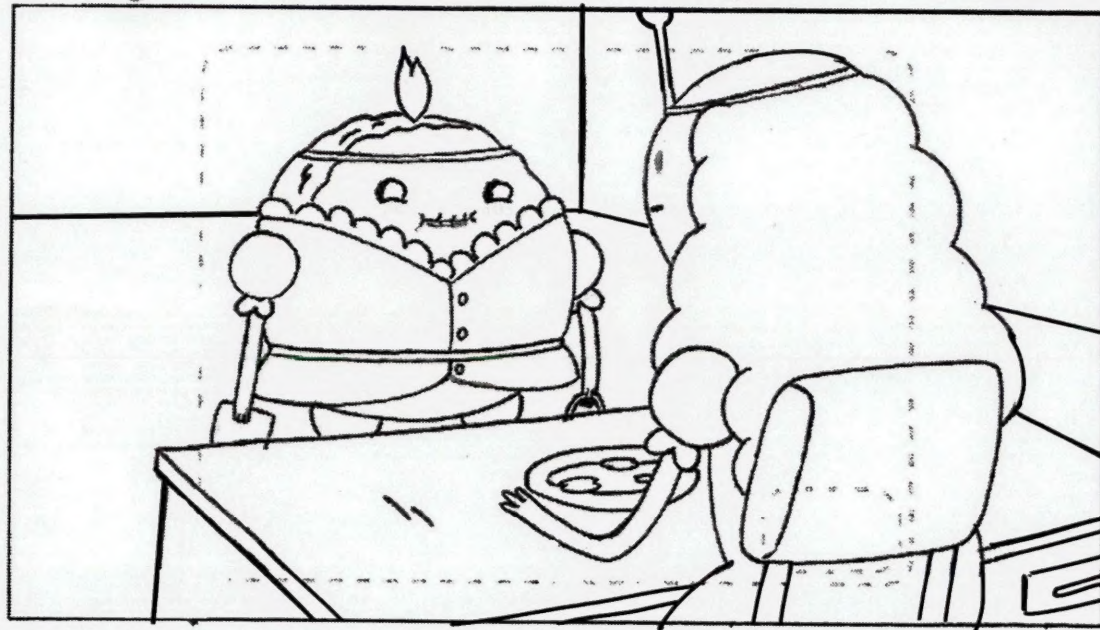
Page 11

Sc. 08

Pnl. A

Bg.

day night

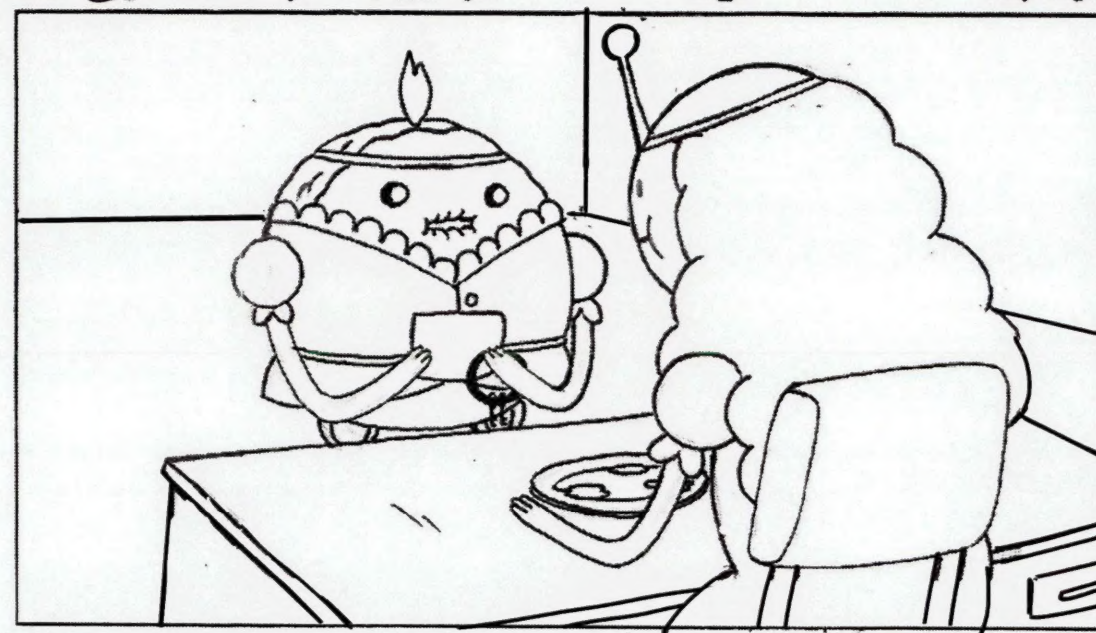


Sc. 08 cont

Pnl. B

Bg.

day night



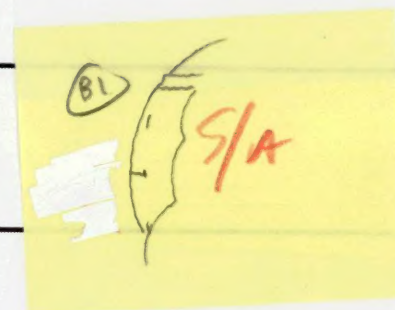
Dialog:

CB: ON BEHALF OF THE  
FIRE KINGDOM...

CB: HERE'S THE GET-WELL CARD  
FOR HOTDOG PRINCESS...

Action:

Timing:



NOV 12 2015

Production :

EPISODE #

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1034/240

1034/240

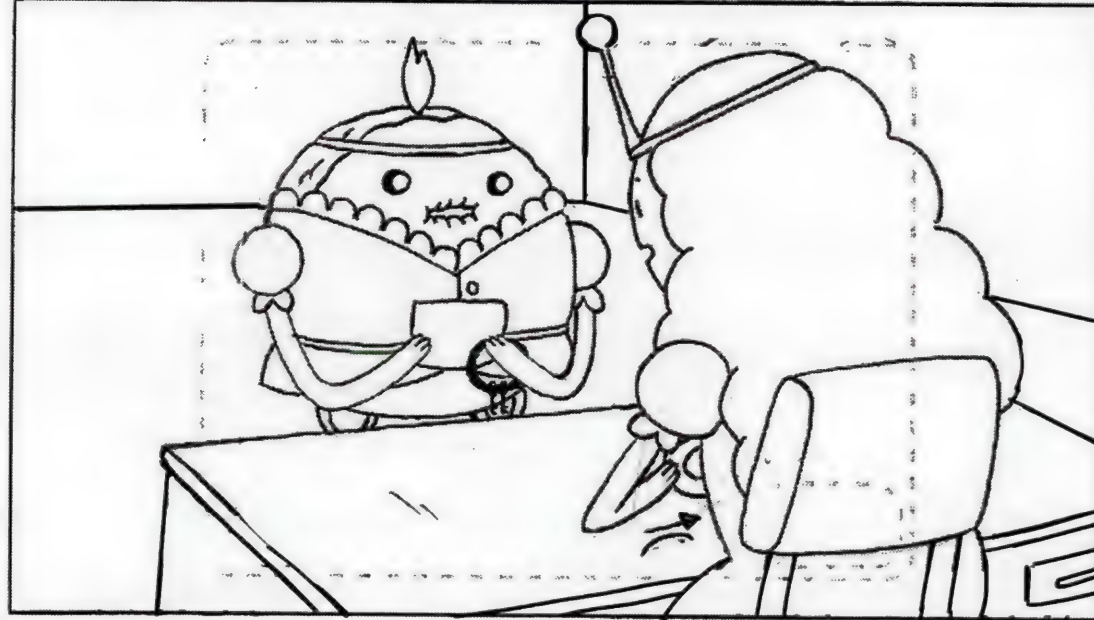


# ADVENTURE TIME

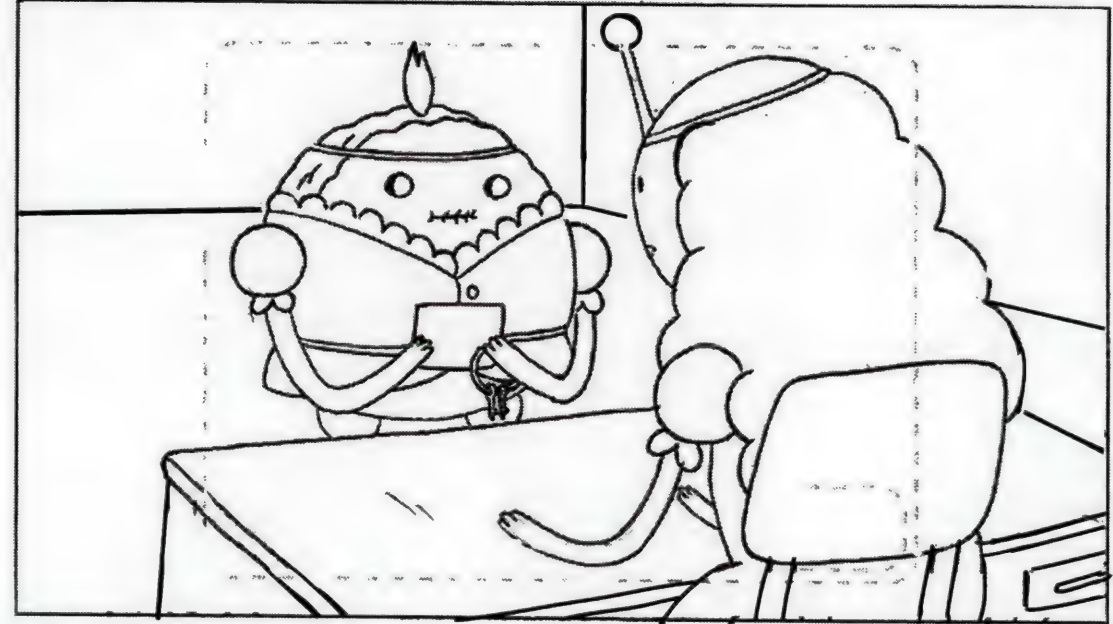


Page 12

Sc. 8 cont Pnl. C Bg. day night



Sc. 8 cont Pnl. D Bg. day night



Dialog:

SFX: \*SHIFF\*

Action:

PB MOVES PLATE TO THE RIGHT.

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production :

1034/240

1034/240



# ADVENTURE TIME



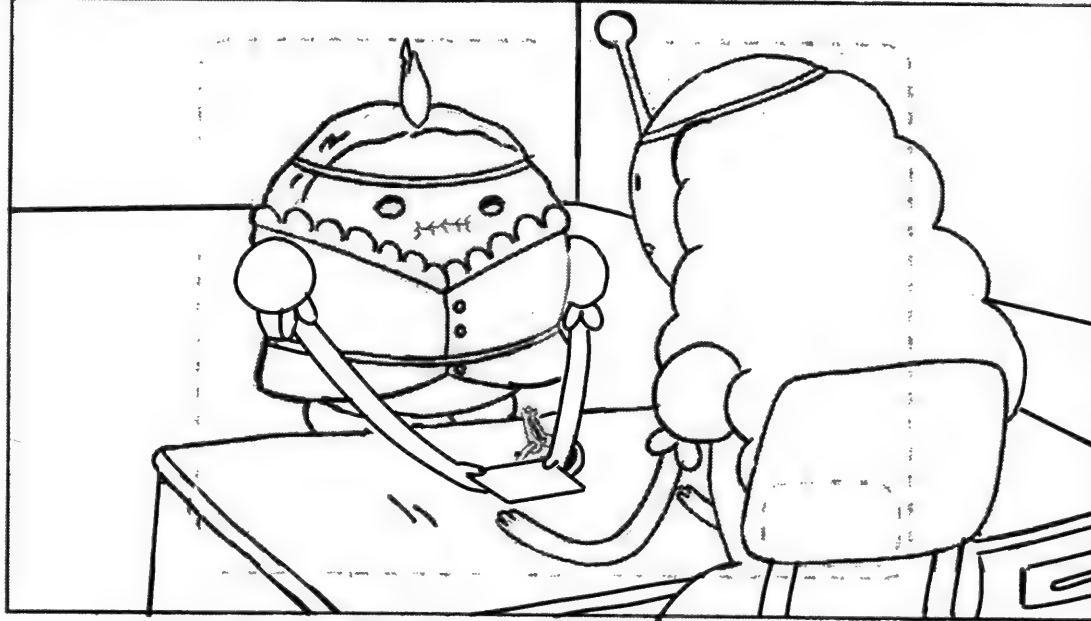
REVISED  
12/01/15

Page 13

Sc. 8 cont Pnl. E

Bg.

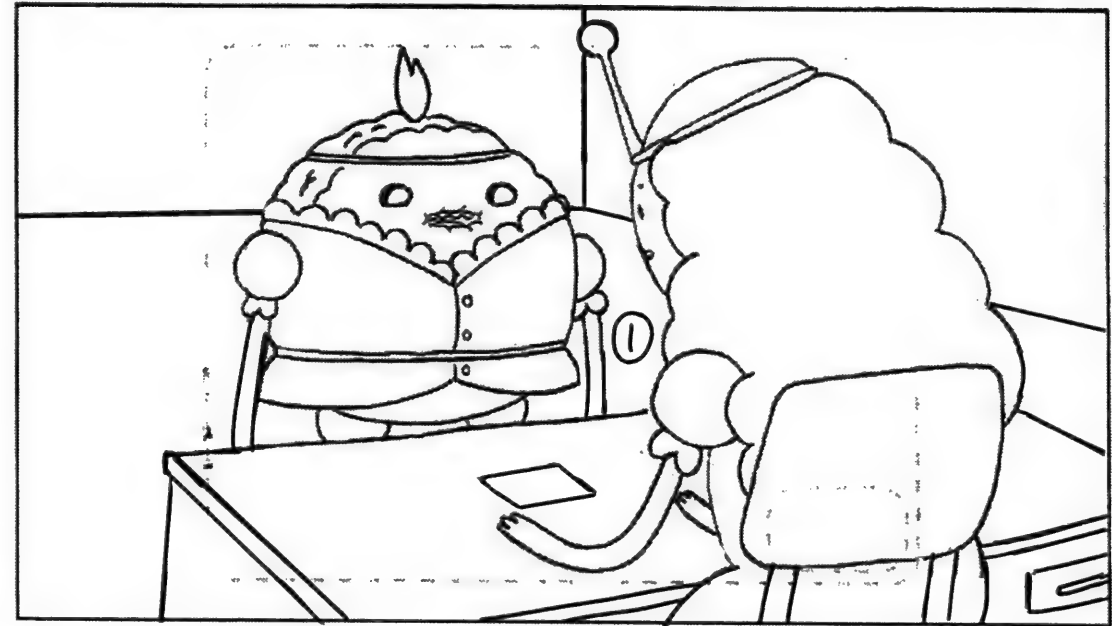
day night



Sc. 8 cont Pnl. F

Bg.

day night



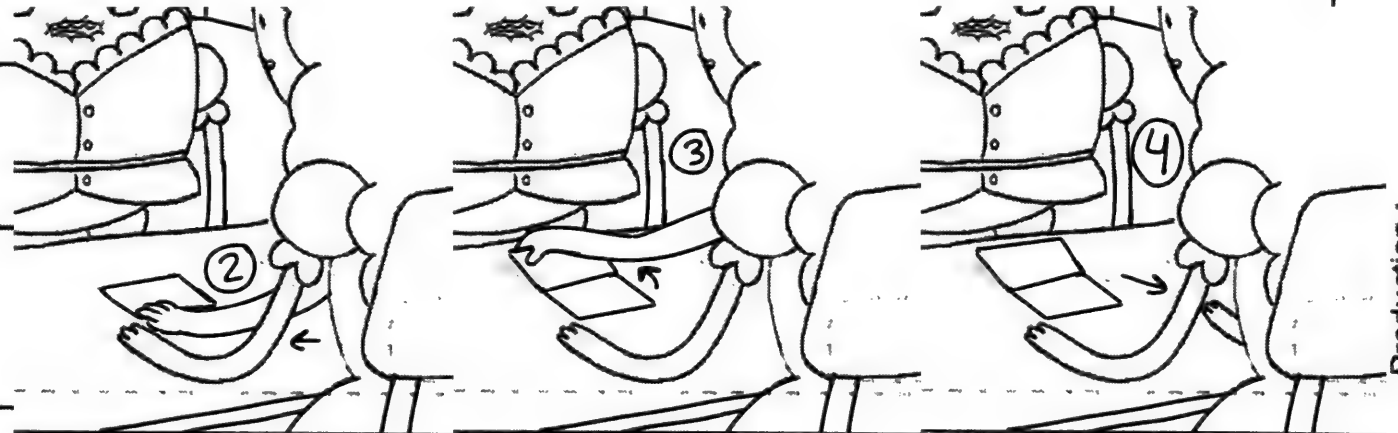
Dialog:

CB: PLEASE PASS IT ALONG TO THE  
NEXT PRINCESS AFTER YOU'VE SIGNED...

Action:

- CB SETS DOWN CARD

Timing:



Production :

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EPISODE #

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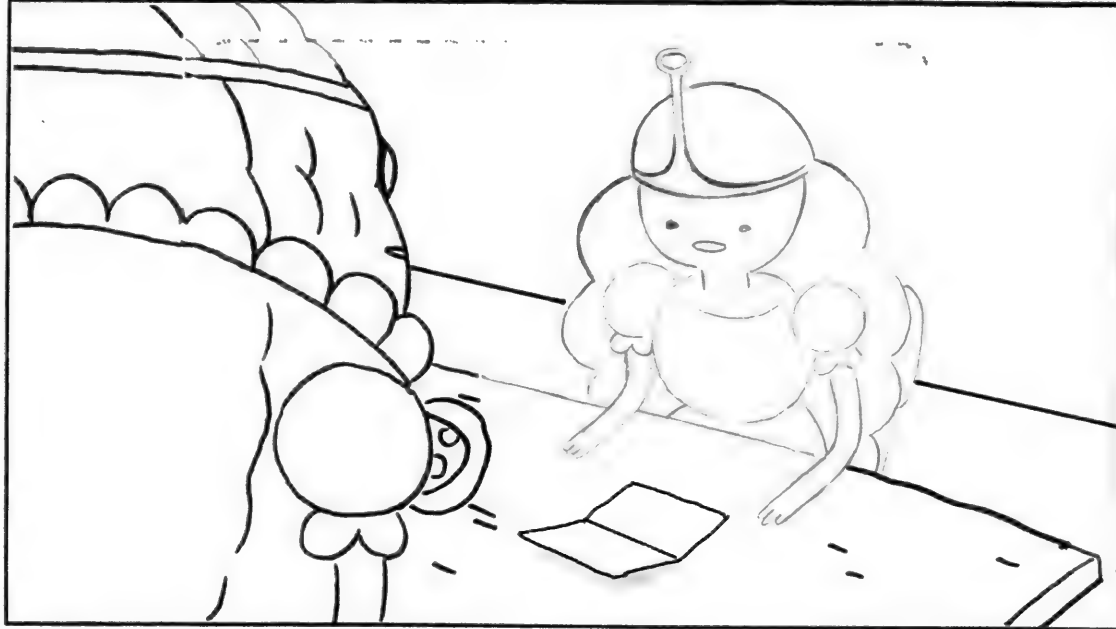
# ADVENTURE TIME



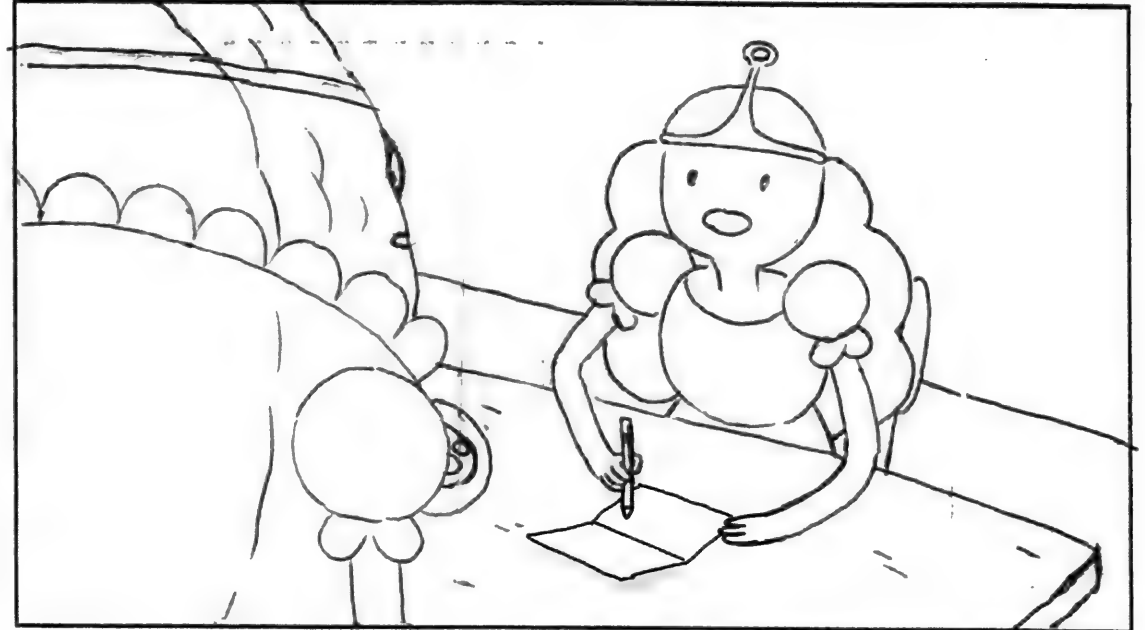
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Page 14

Sc. 09 Pnl. A Bg. day night



Sc. 9 CONT Pnl. B Bg. day night



Dialog:

PB: UNDERSTOOD.

Action:

-PB PULLS OUT PEN FROM DESK.

Timing:

NOV ' 2 2015



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EPISODE #

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Production :

1034/240

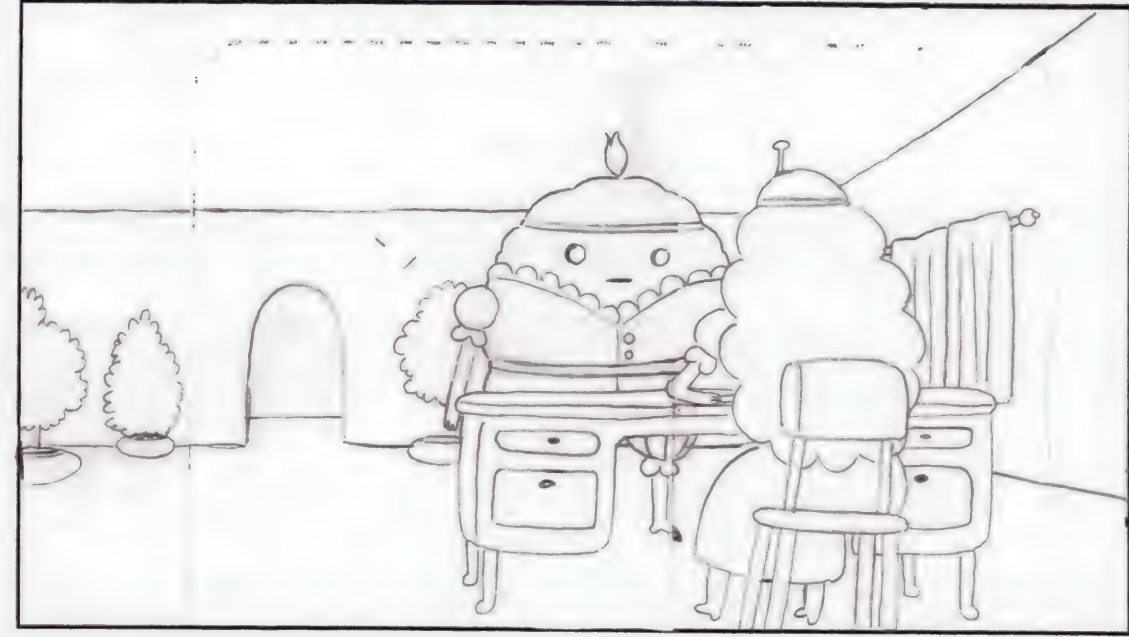


# ADVENTURE TIME

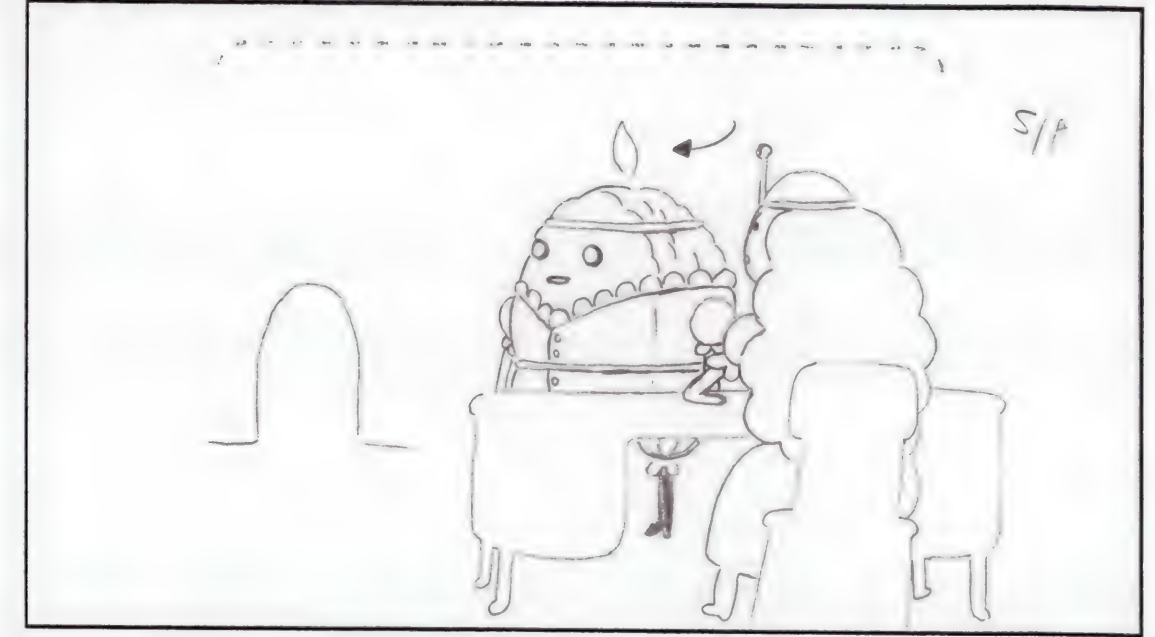


Page 15

Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



Dialog:	<u>F:</u> O/S (DISTANT) Yo Yo Yo...
Action:	- CB + PB TURN TOWARDS DOOR NOV 12 2015
Timing:	

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1034-240

EPISODE #

1034/240

Production :

1034/240

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# ADVENTURE TIME



Sc. 10 cont Pnl. C

Bg.

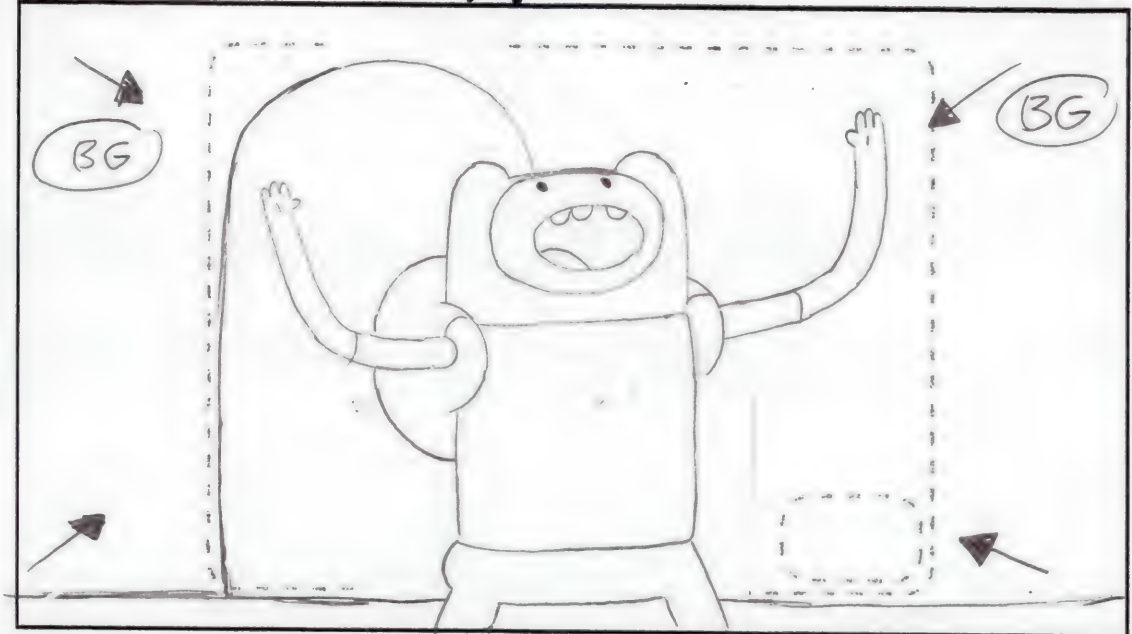
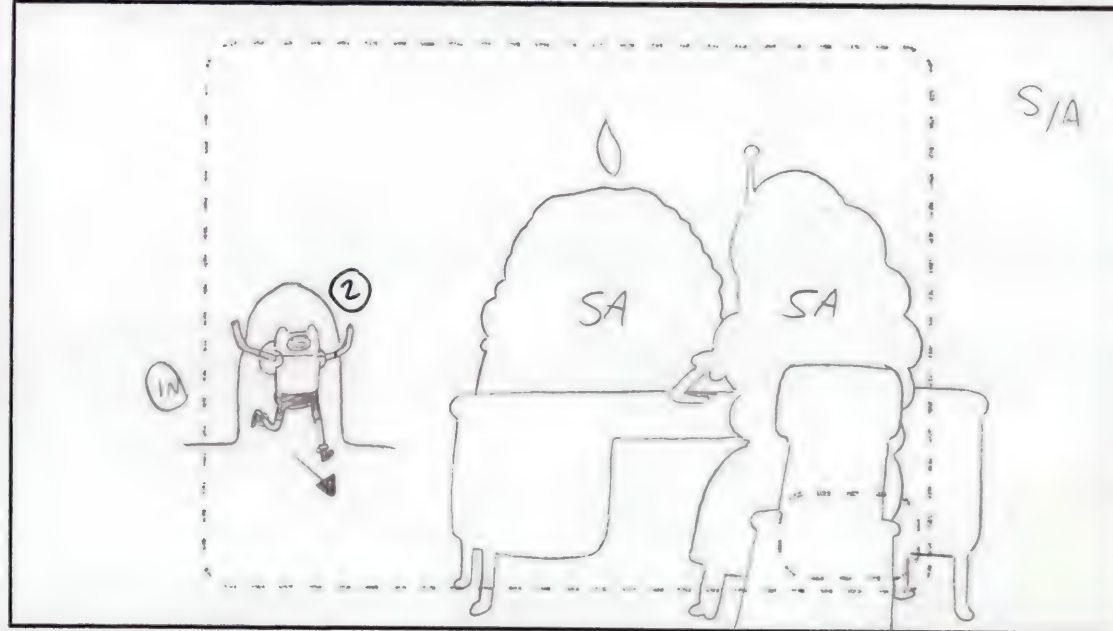
day night

Sc. 11

Pnl. A

Bg.

Page 16  
day night



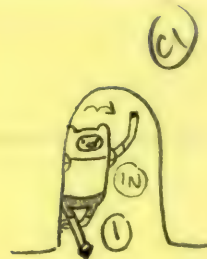
Dialog:

(F) Yo Yo Yo...

F: I'M HERE!

Action:

-FINN WALKS THROUGH DOORWAY.



Timing:

NOV 12 2015

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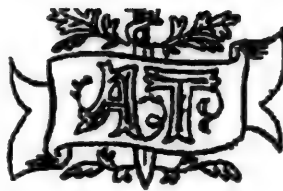
Production :

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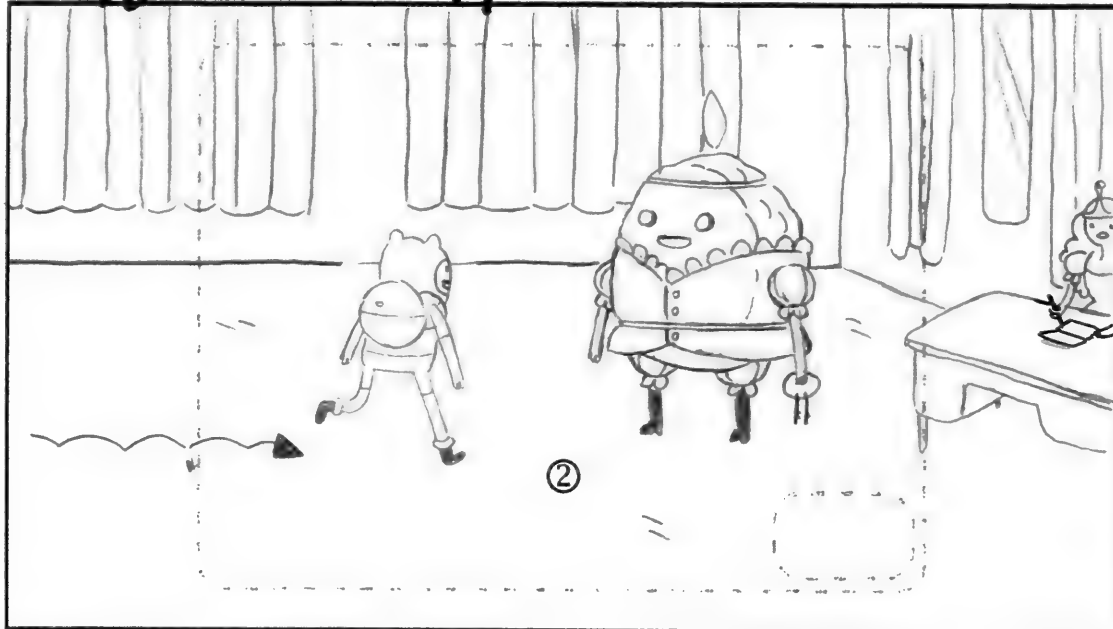
# ADVENTURE TIME



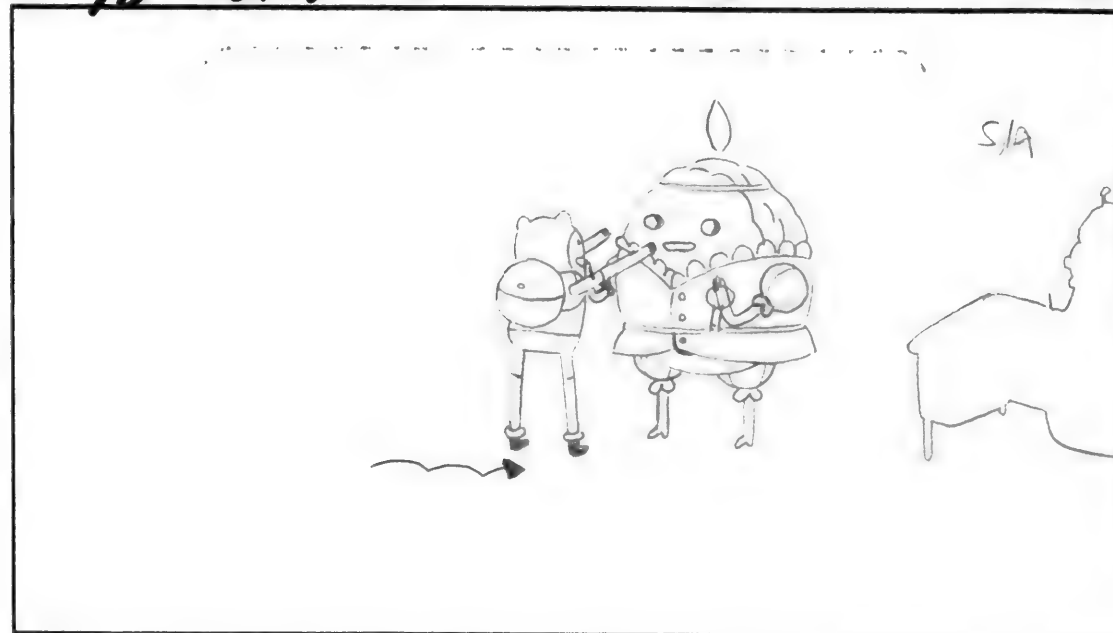
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Sc. **12** Pnl. **A** Bg. day night



Sc. **12 cont** Pnl. **B** Bg. day night



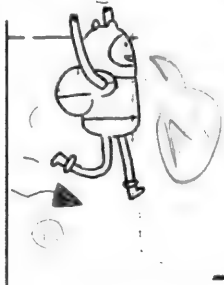
Dialog: CB: HEY FINN.

F: WHAT'S UP MY MAIN CINNA MAN!

Action: F. WALKS ON/S.

F. STOPS IN FRONT OF CB.

Timing:



①



NOV 12 2015

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EPISODE #

Production :

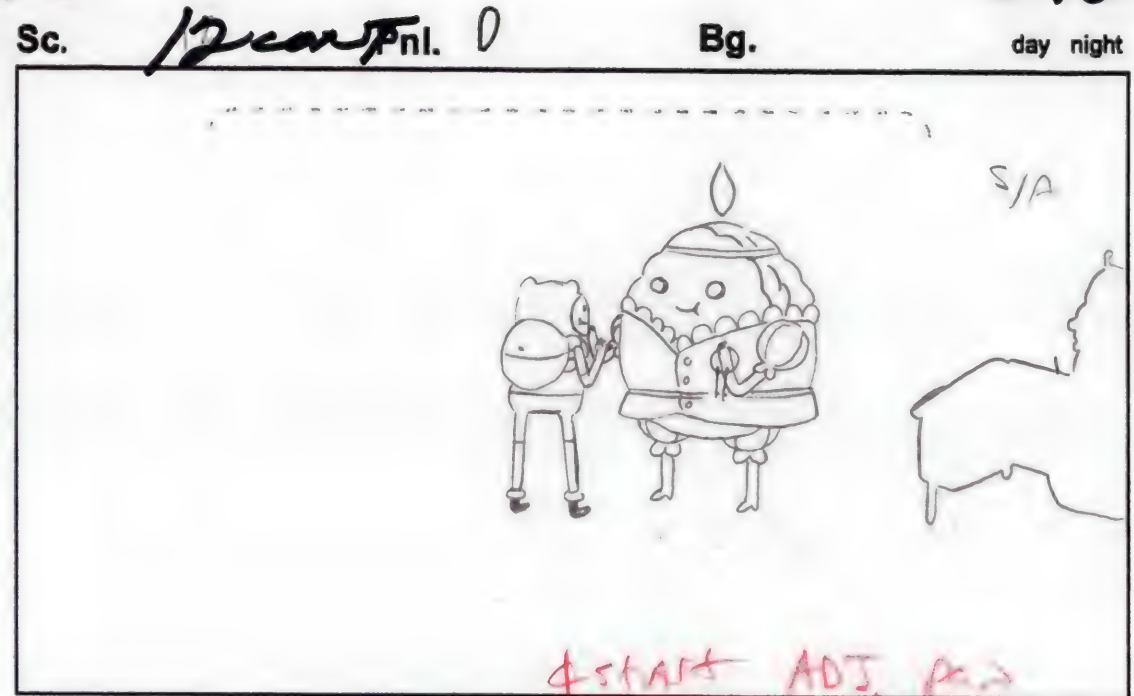
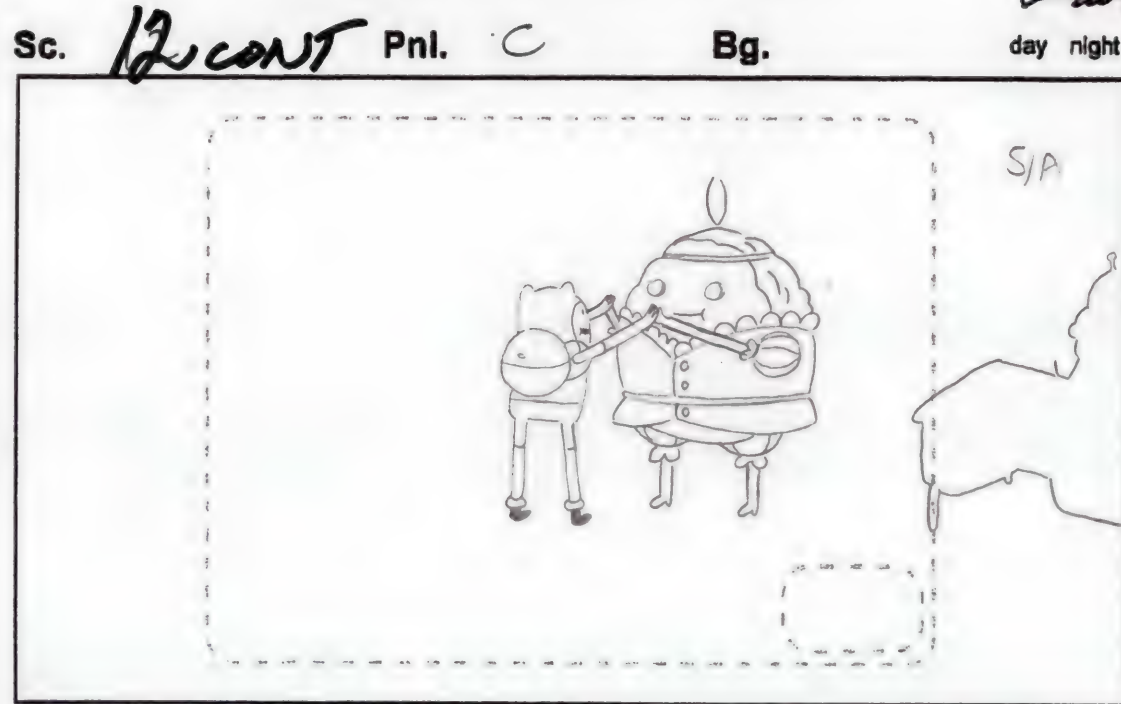
1034/240



# ADVENTURE TIME



Page 18  
day night



Dialog:	<u>SEX</u> * SLAP *	<u>W/W FIN</u>
Action:	- DOUBLE HIGH FIVE	
Timing:	NOV 12 2015	

EPISODE # 1034-240

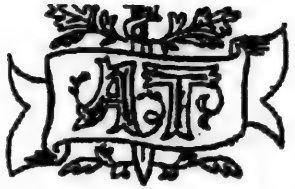
1034/240

Production :

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# ADVENTURE TIME



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day night

Sc. 12 cont Pnl. E Bg. day night Sc. Pnl. Bg.



Dialog:	<u>SFX.</u> * SKETCH *
Action:	- F. WALKS OVER TO DESK. - ADJ. W/ FINN.
Timing:	NOV 12 2015

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Production :

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# ADVENTURE TIME

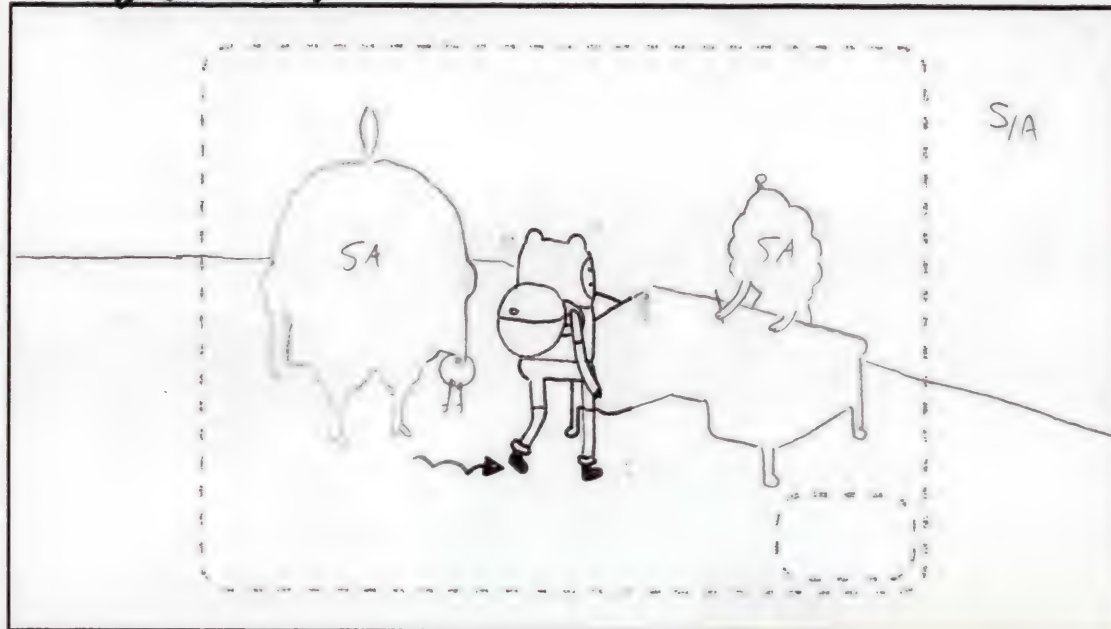


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Sc. **12 cont** Pnl. **F**

Bg.

day night

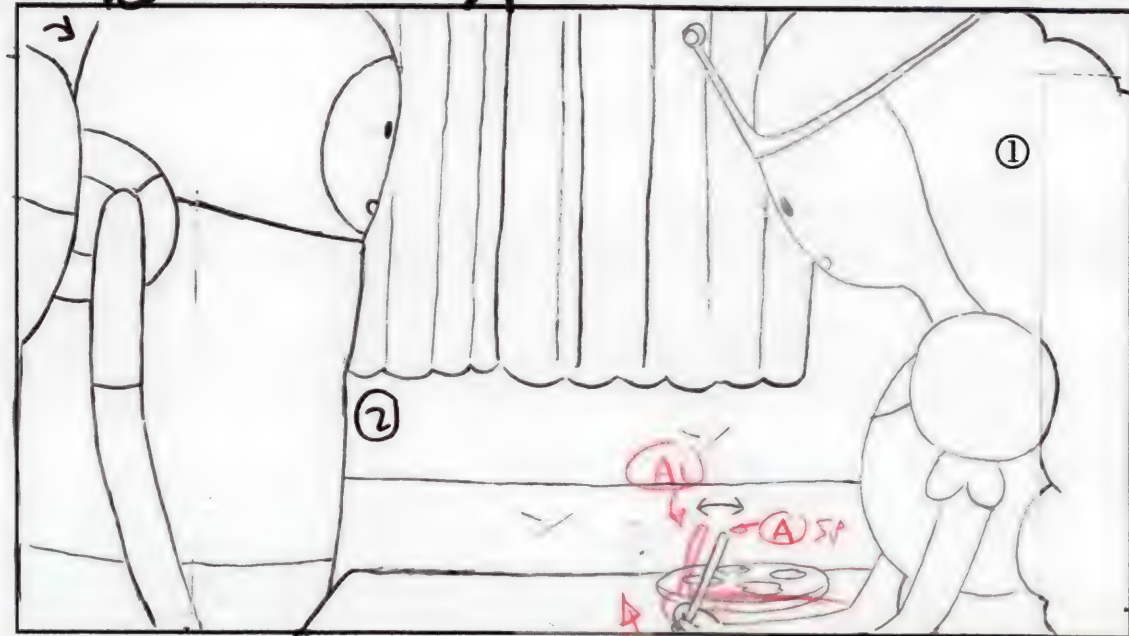


Sc. **13**

Pnl. **A**

Bg.

day night

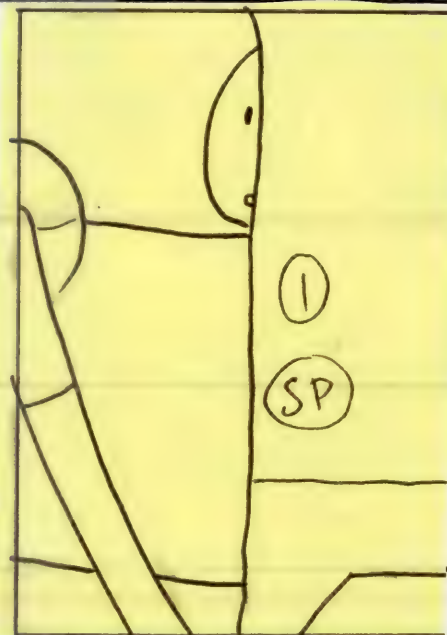


Dialog:

SFX. \* SKETCH \*

Action:

Timing:



SFX. \* SKETCH \*

-PB FINISHES SIGNING CARD.  
-FINN FINISHES STEP.

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EPISODE #

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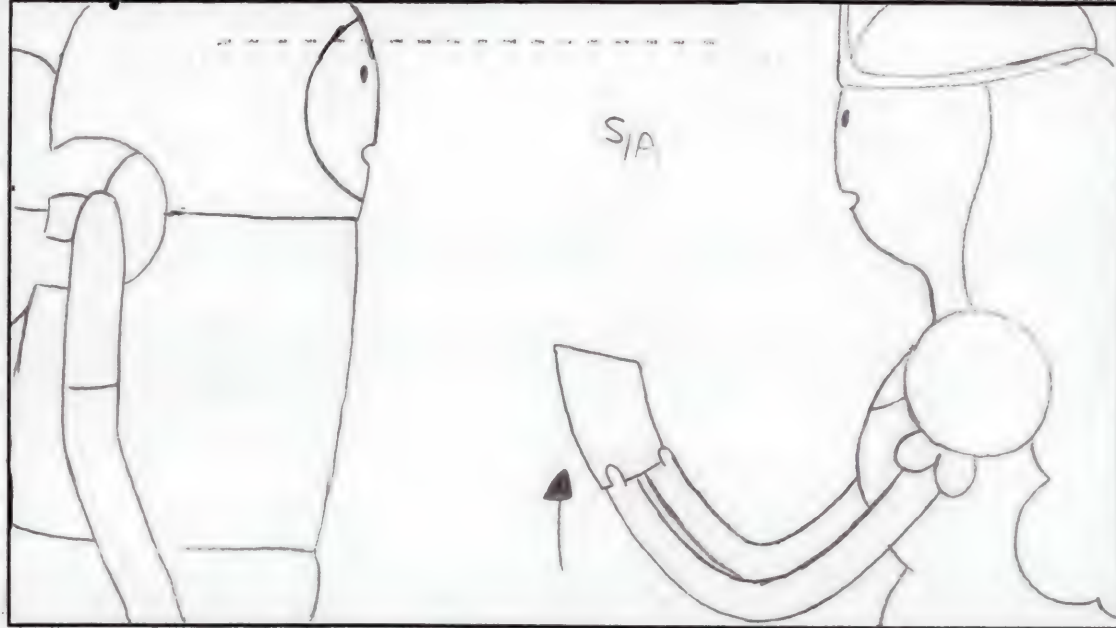
11034/240



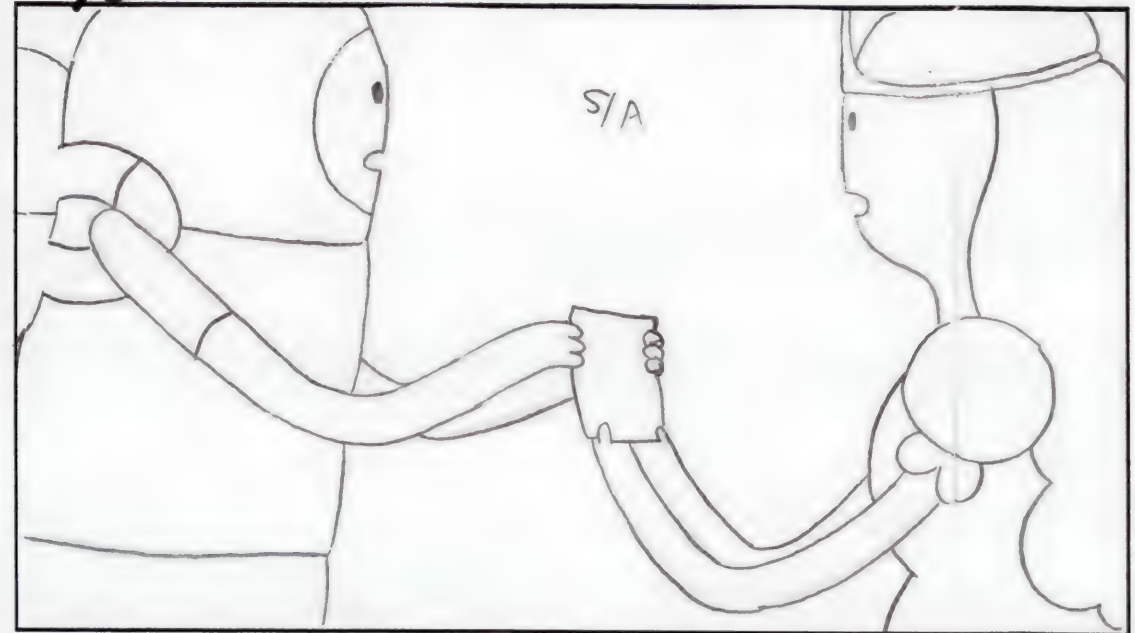
# ADVENTURE TIME



Sc. **13 CONT** Pnl. **B** Bg. day night



Sc. **13 CONT** Pnl. **C** Bg. day night



Dialog:	(PB) PLEASE DELIVER THIS CARD TO THE SLIME KINGDOM.
Action:	- PB HOLDS UP CARD.
Timing:	NOV 12 2015

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Page **21**  
day night

1034-240

EPISODE #

1034/240

Production :

1034/240

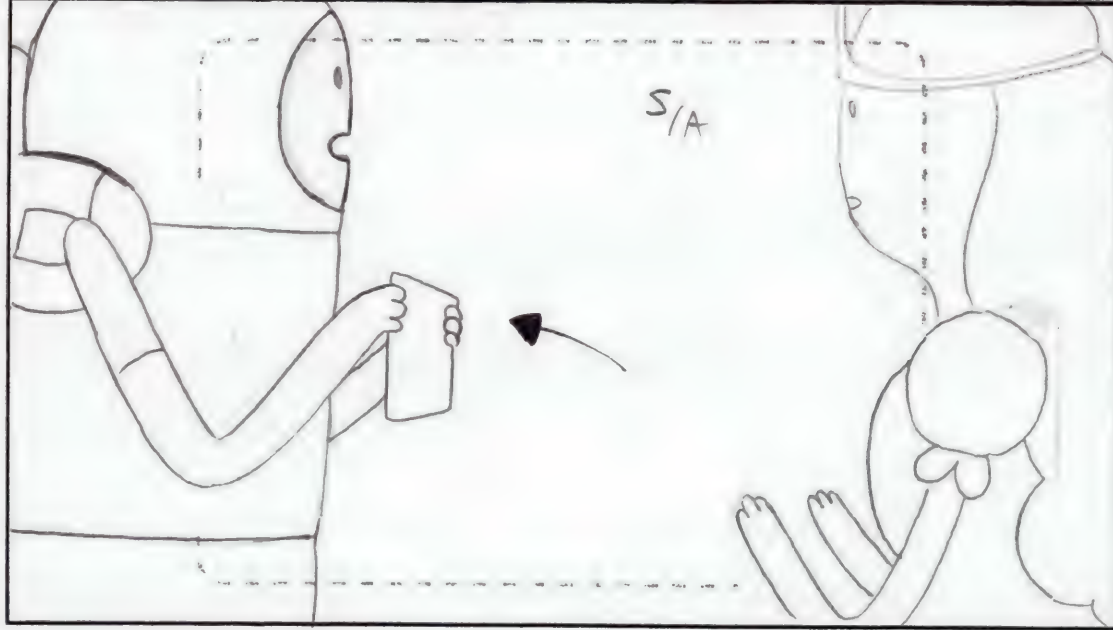


# ADVENTURE TIME

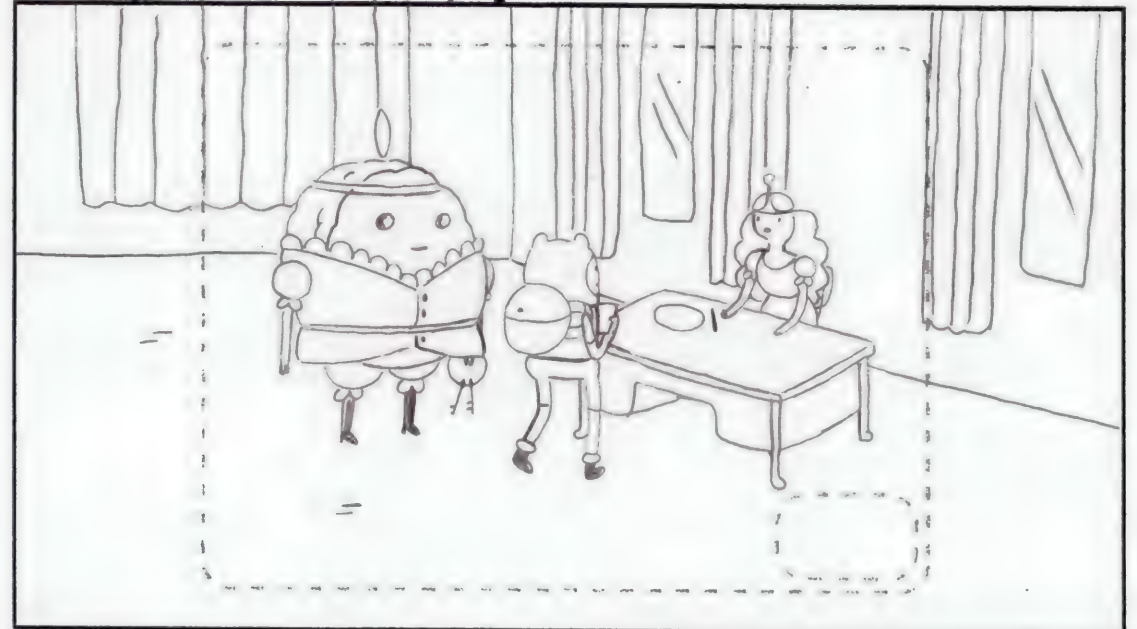


Page 22

Sc. 13 cont Pnl. D Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	<u>F:</u> WILL DO PB.
Action:	- F. TAKES CARD
Timing:	

NOV 12 2015

EPISODE # 1034-240

Production :

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1034/240

1034/240



# ADVENTURE TIME

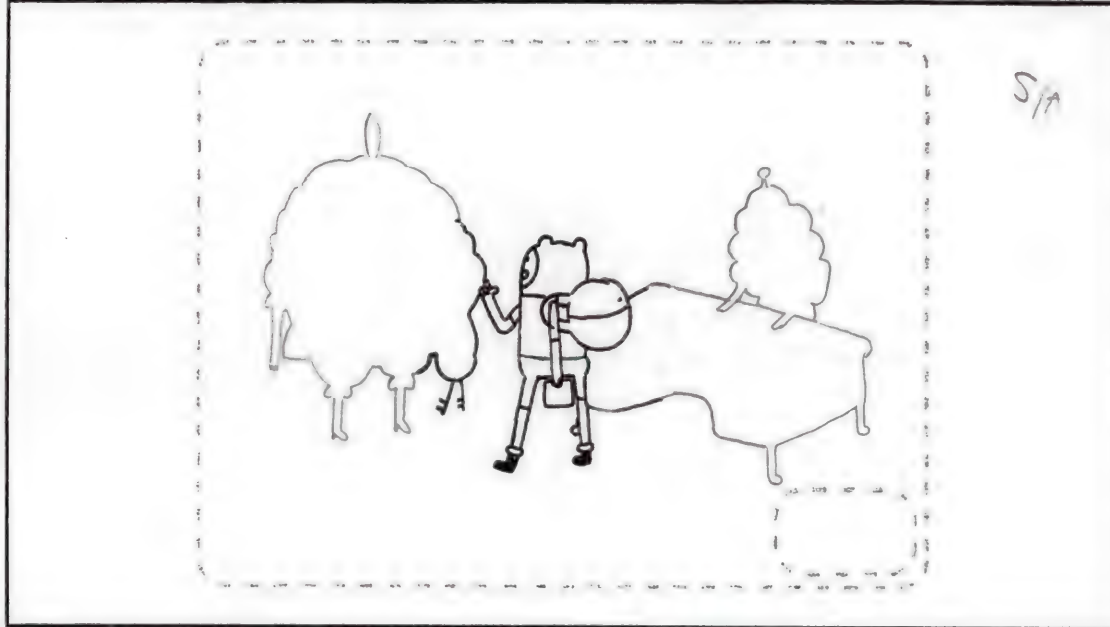


Sc. 14 cont

Pnl. B

Bg.

day night

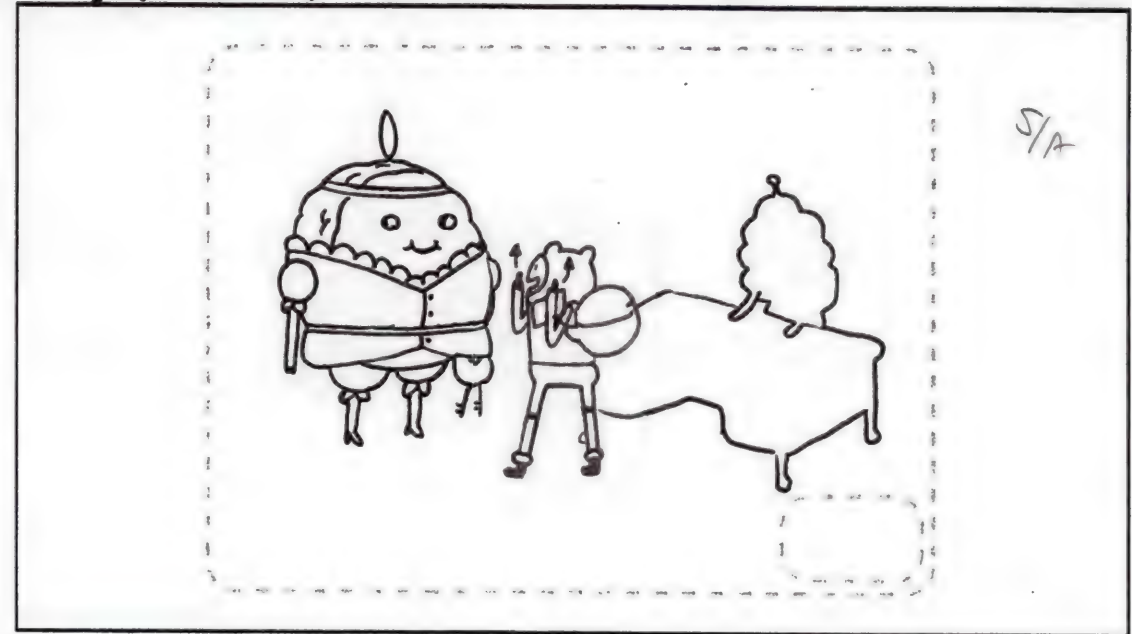


Sc. 14 cont

Pnl. C

Bg.

Page 23  
day night



Dialog:

F: CB--

F: KEEP UP THAT SMILE.

Action:

F TURNS TOWARDS C. BUN.

NOV 12 2015



Timing:

1034-24C

EPISODE #

1034/240

Production :

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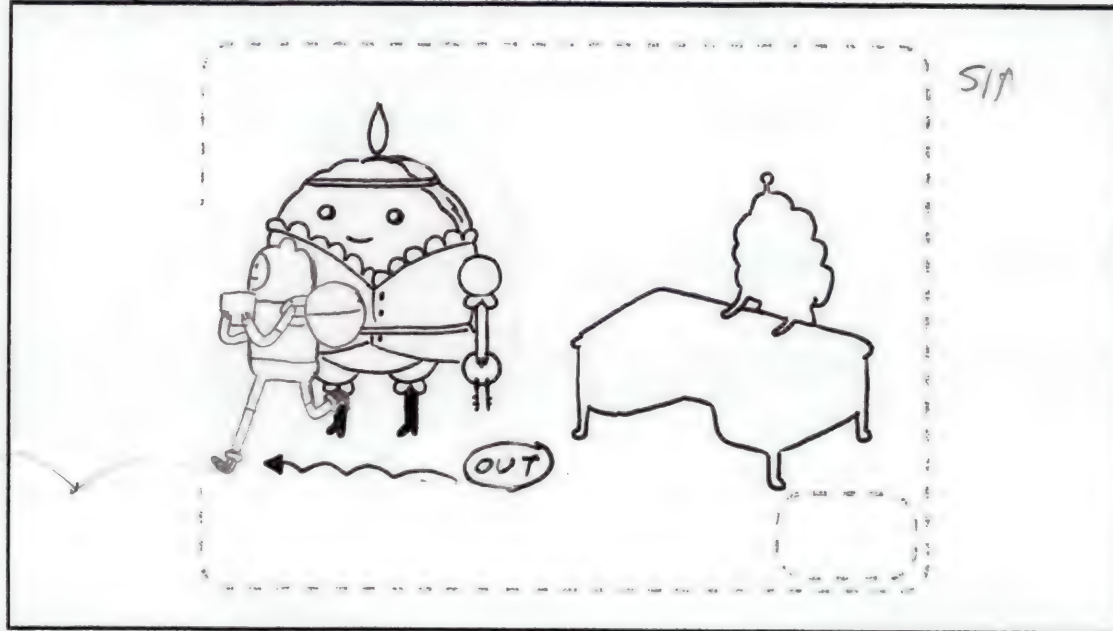
# ADVENTURE TIME



Sc. 14 CONT Pnl. D

Bg.

day night

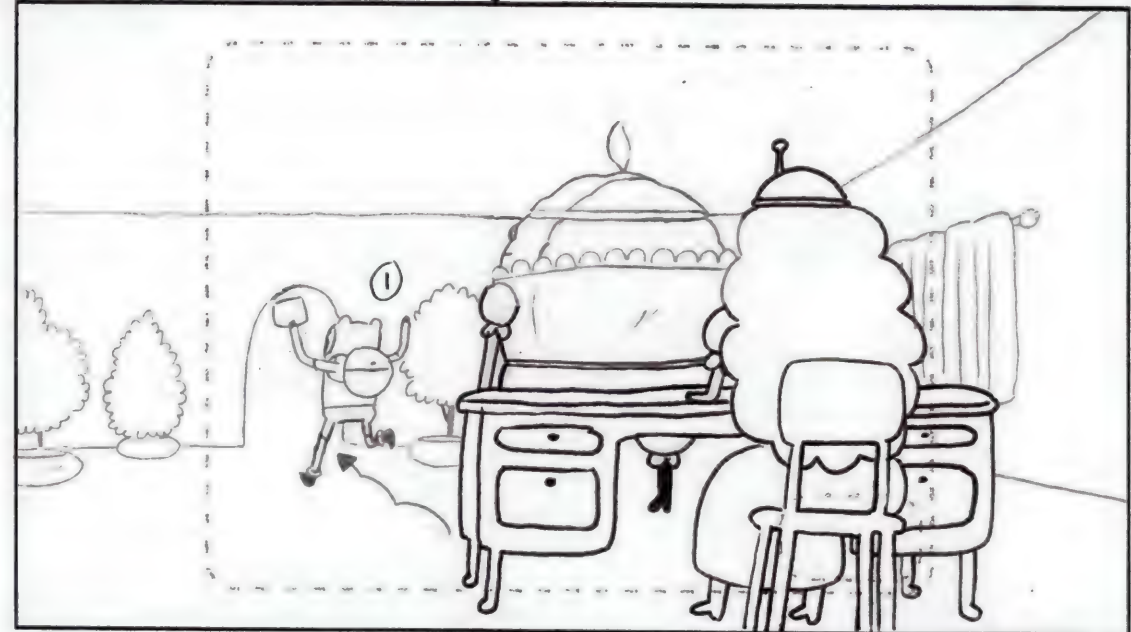


Sc. 15

Pnl. A

Bg.

Page 24  
day night



Dialog:

F: YO YO --

F: YO YO YO YO YO YO

Action:

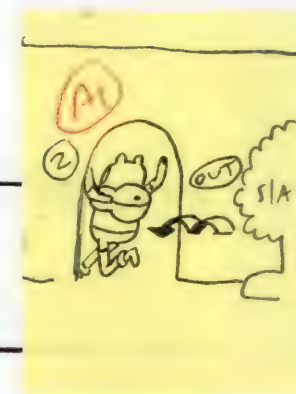
FINN RUNS OUT.



AS ENTHUSIASTICALLY AS HE ENTERED

Timing:

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Production :

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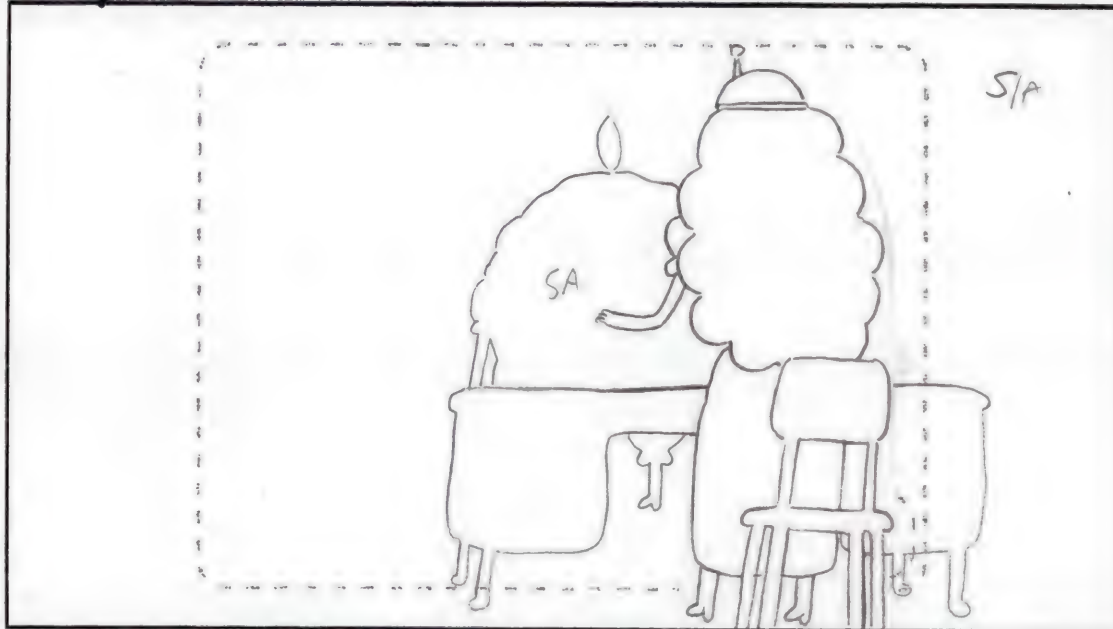


# ADVENTURE TIME

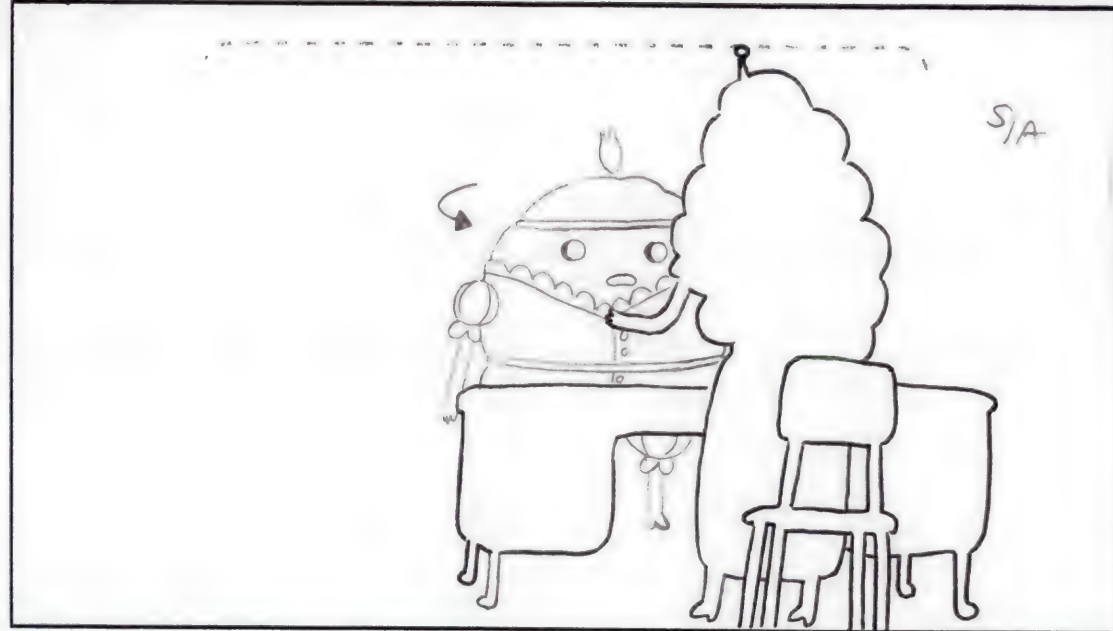


Page 25

Sc. 15 cont Pnl. B Bg. day night



Sc. 15 cont Pnl. C Bg. day night



Dialog: PB: SIT DOWN CB,  
LET'S CATCH UP.

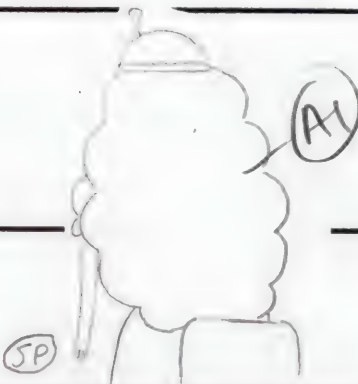
CB: UHH...

Action:

- CB TURNS

NOV 12 2015

Timing:



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1034/240

Production :

1034/240



# ADVENTURE TIME

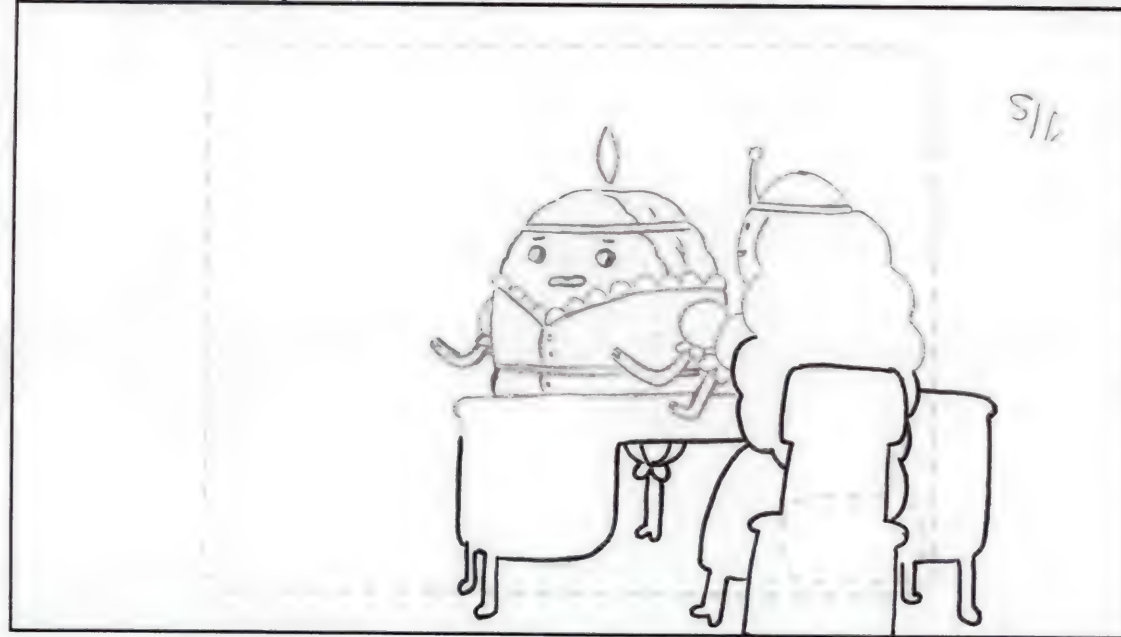


Sc. **15 cont**

Pnl. **D**

Bg.

day night

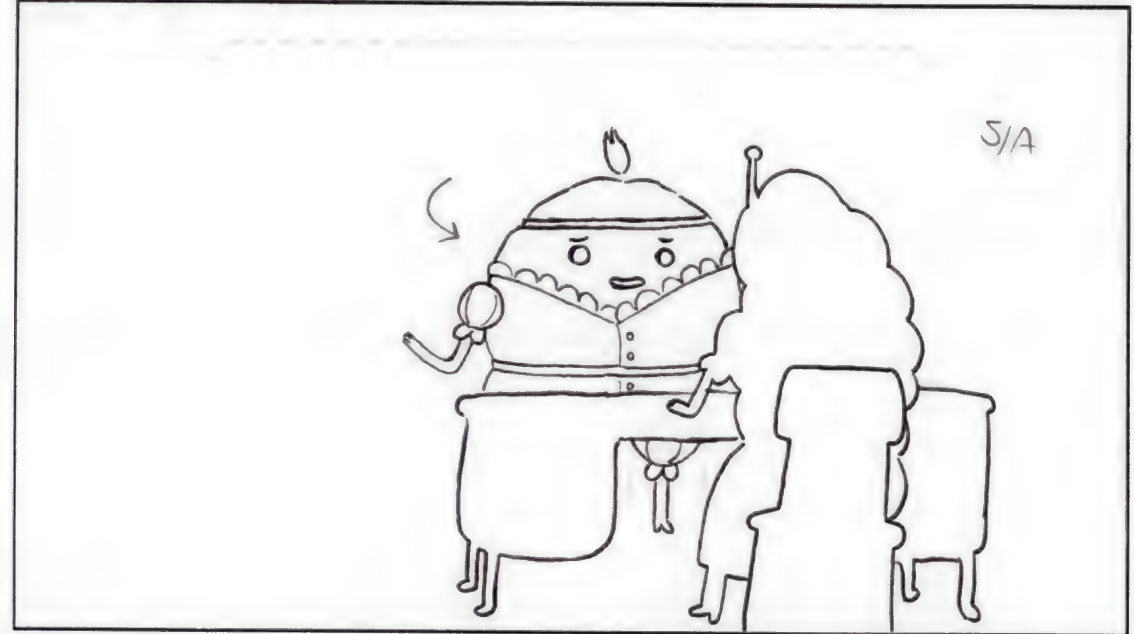


S/L

Sc. **15 cont** Pnl. **E**

Bg.

day night



S/A

Dialog:

CB UHG

CB:

I GUESS I CAN CHAT FOR A  
FEW SECONDS

Action:

- CB CONSIDERS THE OFFER

NOV 12 2015

Timing:

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EPISODE #

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Production :

1034/240



# ADVENTURE TIME



Sc. **15 CONT**

Pnl. **F**

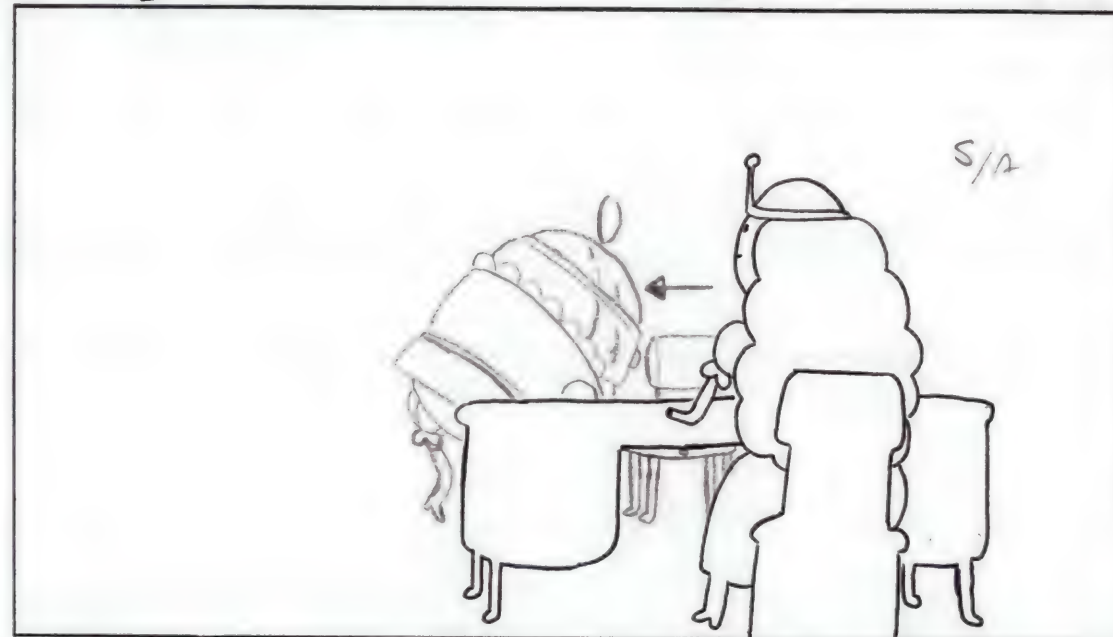
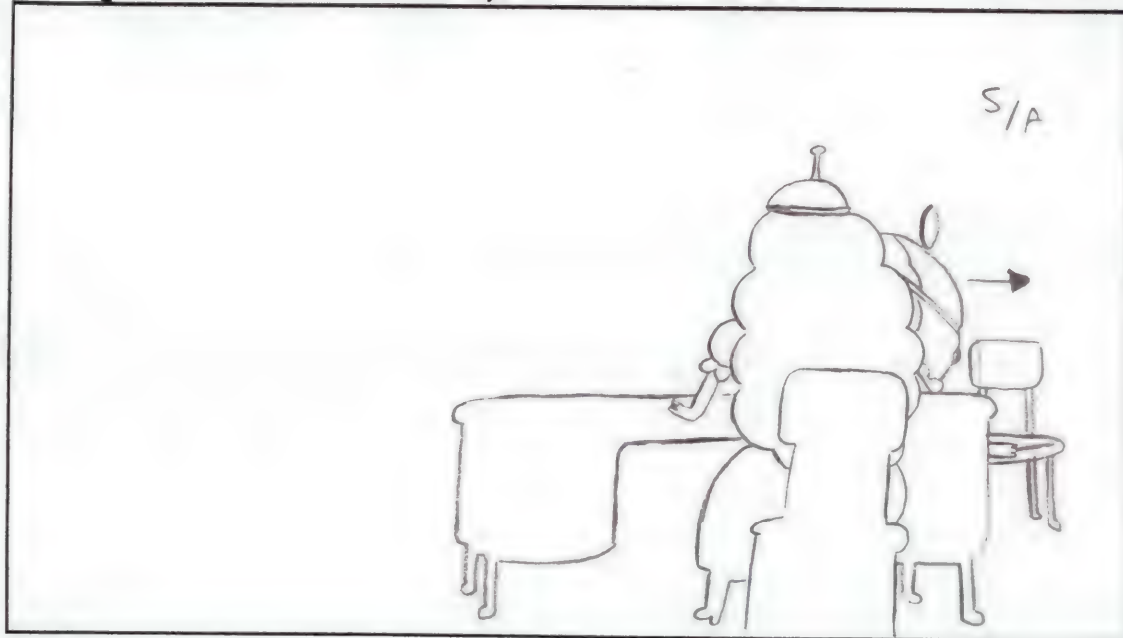
Bg.

day night

Sc. **15 CONT** Pnl. **G**

Bg.

Page **27**  
day night



Dialog:

SFX: \* RRRR \*

Action:

- CB TURNS AND GRABS CHAIR.

- CB DRAGS CHAIR OVER

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Timing:

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Production :

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# ADVENTURE TIME

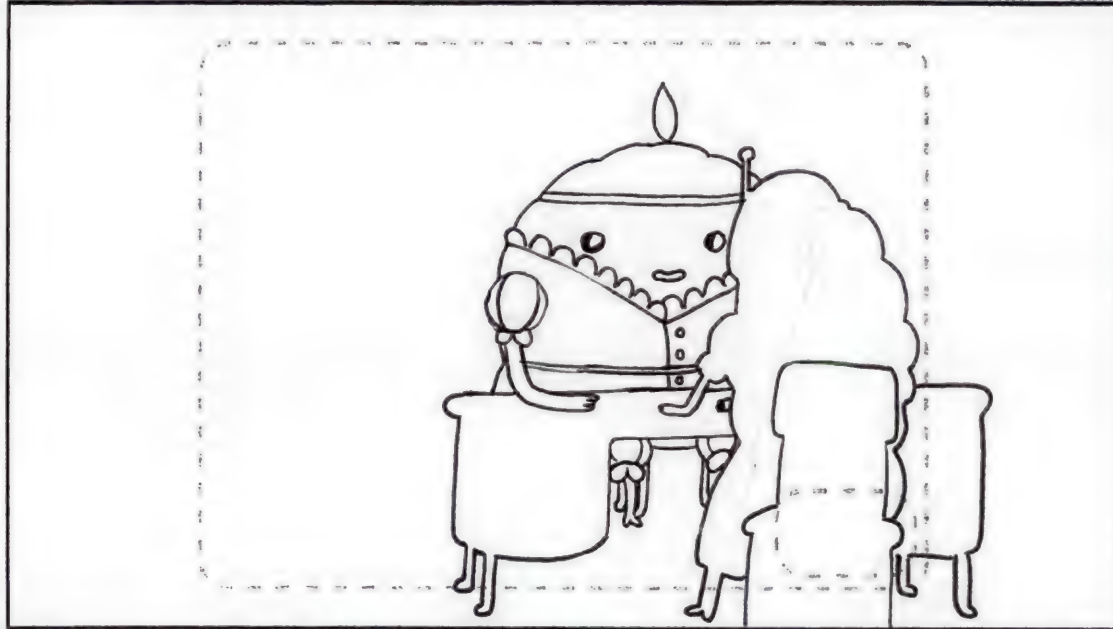


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day night

Sc. 15 cont Pnl. H

Bg.

day night

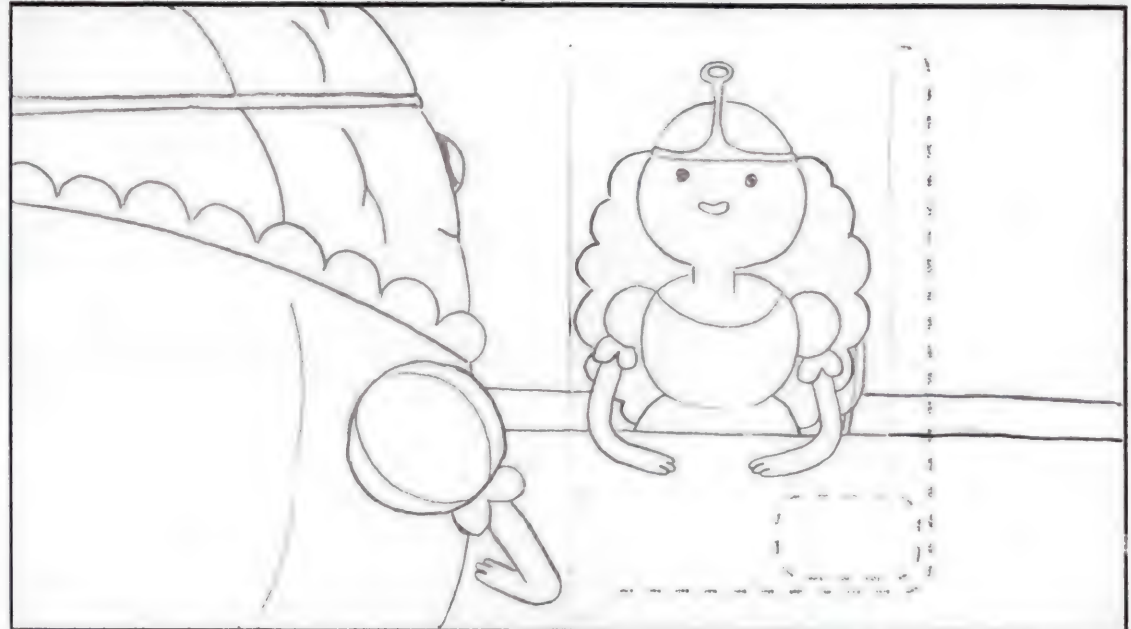


Sc. 16

Pnl. A

Bg.

day night



Dialog:

PB: It SEEMS LIKE LIVING IN THE  
FIRE KINGDOM IS DOING YOU  
A LOT OF GOOD.

Action:

- CB SITS DOWN

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

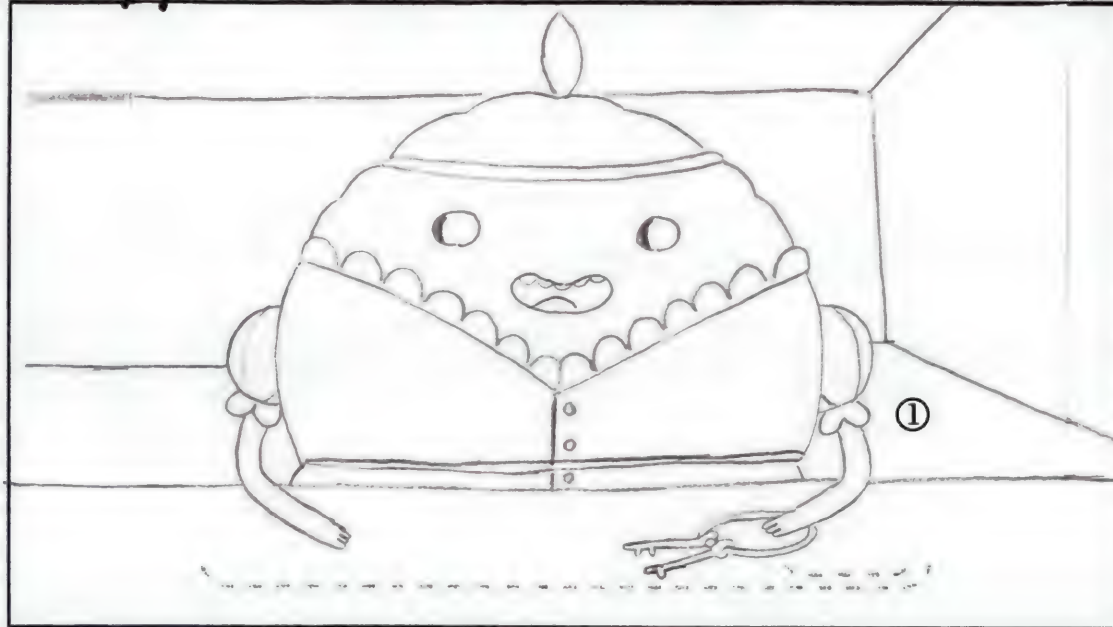


# ADVENTURE TIME

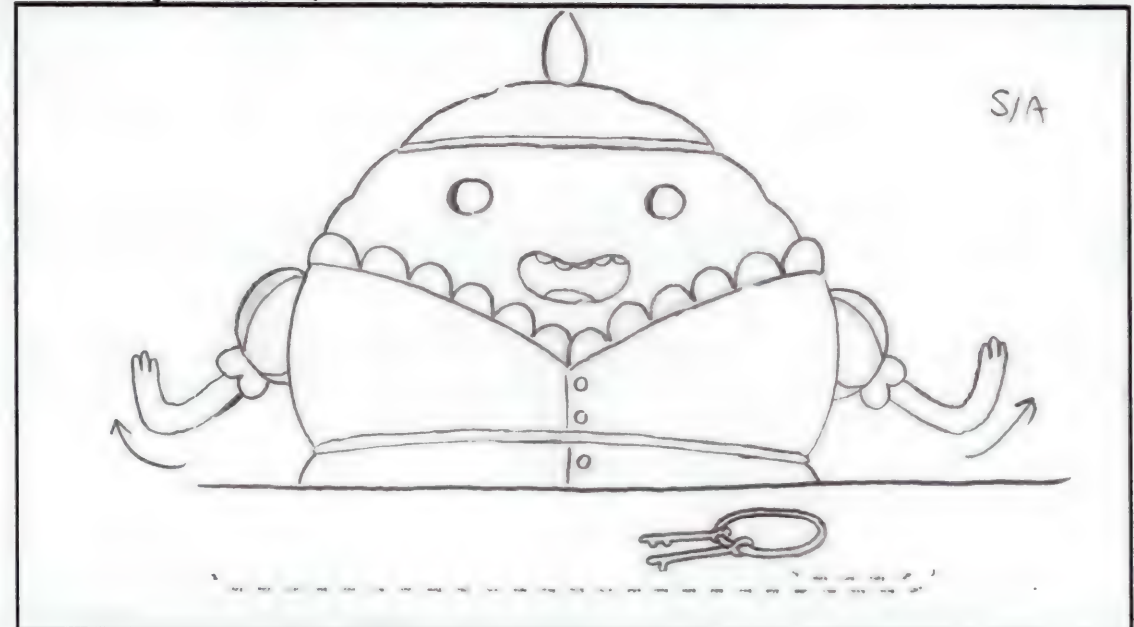


Page 29

Sc. 17 Pnl. A Bg. day night



Sc. 17 cont Pnl. B Bg. day night



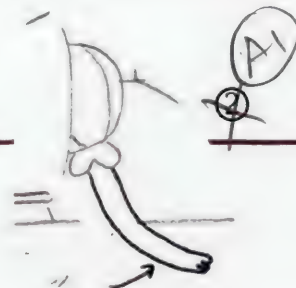
Dialog: CB: Oh I LIKE IT THERE A LOT.  
I HAVE AN IMPORTANT JOB...

CB: I HAVE A WOLF.

Action:  
- CB LETS GO OF KEYS.

- GB GESTURES

Timing:



NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

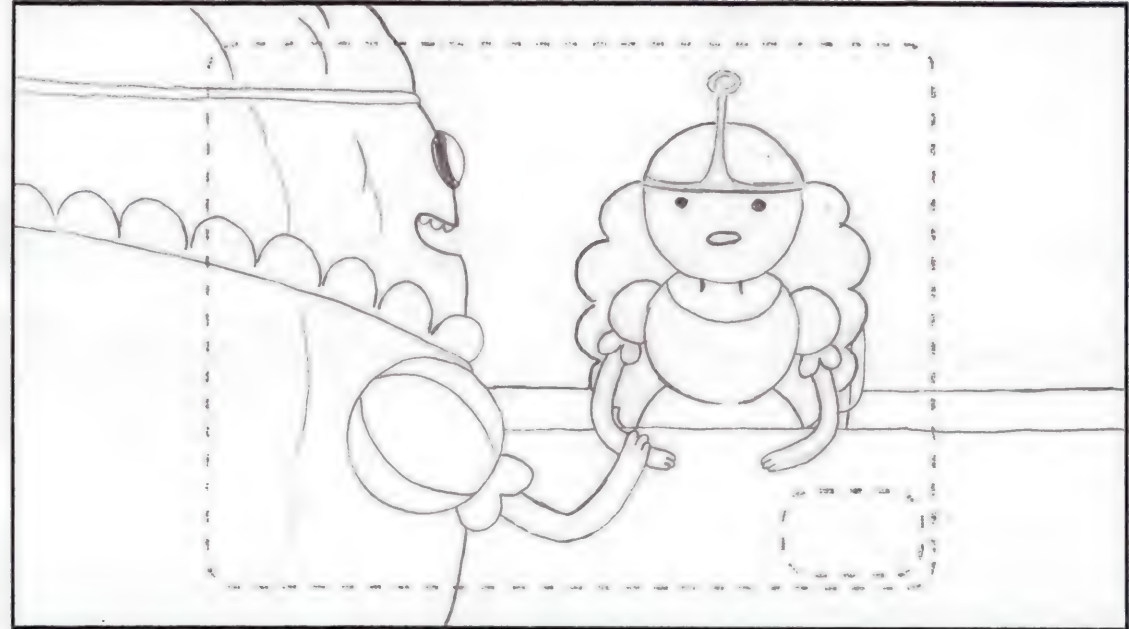


ADVENTURE TIME

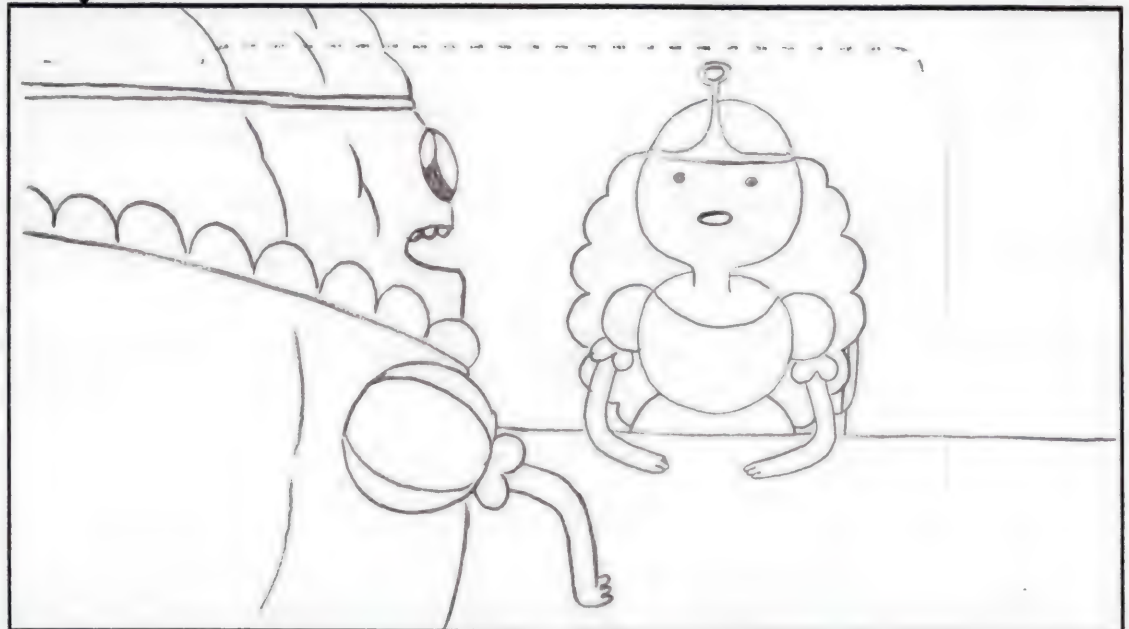


Page 30

Sc. 18 Pnl. A Bg. day night



Sc. 18 cont Pnl. B Bg. day night



Dialog:	<u>CB</u> : There's no other candy people, SO THAT'S WEIRD.
Action:	- CB'S EYES GLISTEN. -
Timing:	NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240



# ADVENTURE TIME

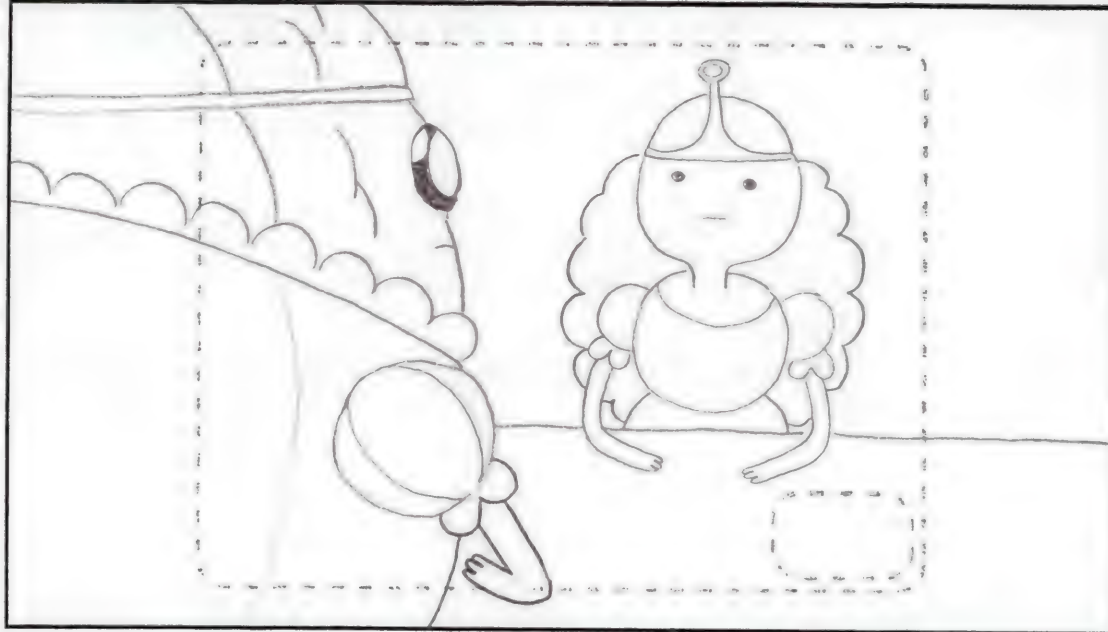


Page 31

Sc. 18 cont Pnl. C

Bg.

day night

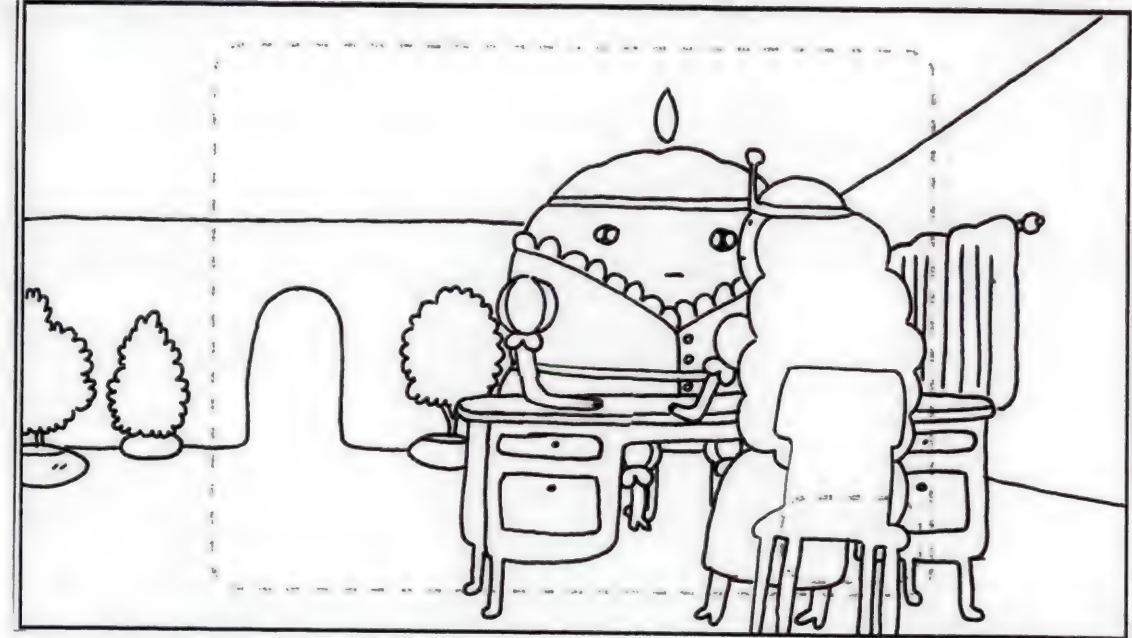


Sc. 19

Pnl. A

Bg.

day night



Dialog:

PB: (THOUGHTFUL)  
HM...

Action:

- PB + CB STARE AT EACH OTHER FOR A BEAT.

Timing:

NOV 12 2015

1034-240

EPISODE #

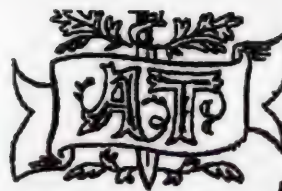
1034/240

Production :

1034/240



# ADVENTURE TIME

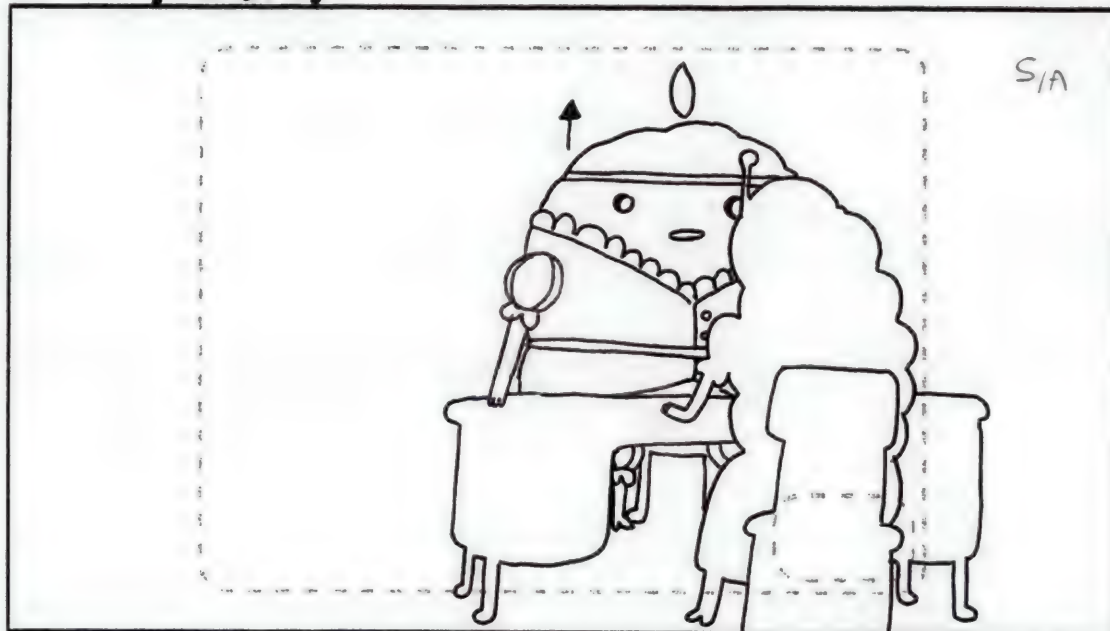


Page 32

Sc. 19 cont Pnl. B

Bg.

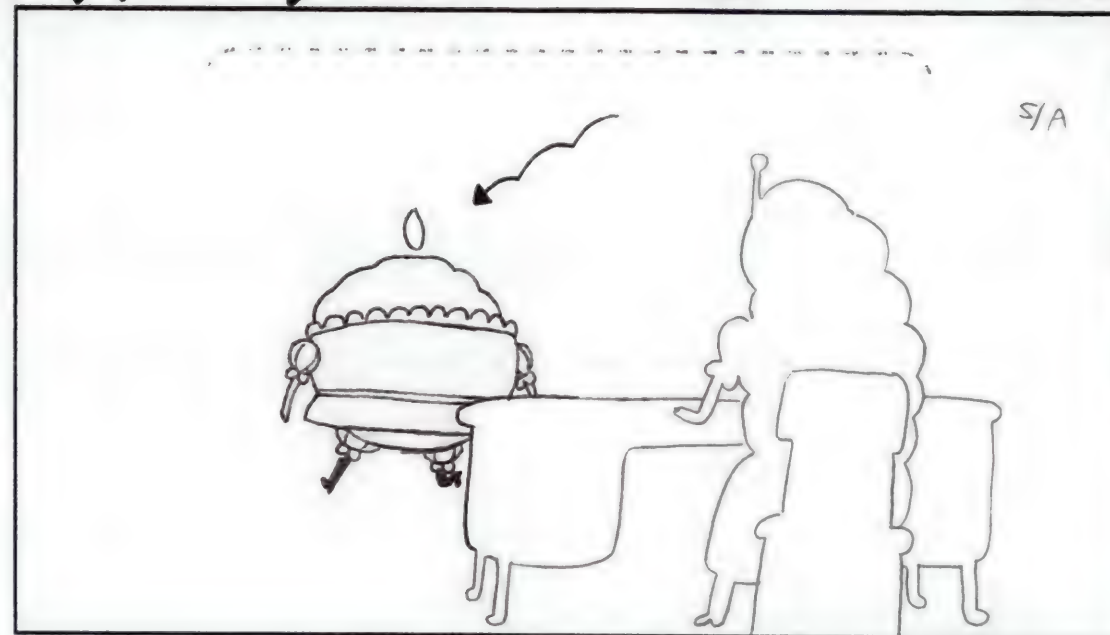
day night



Sc. 19 cont Pnl. C

Bg.

day night



Dialog: CB: WELL, it was NICE CATCHING UP.

PB: OKAY -- bye!

Action: -CB STANDS UP

- CB WALKS AWAY.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

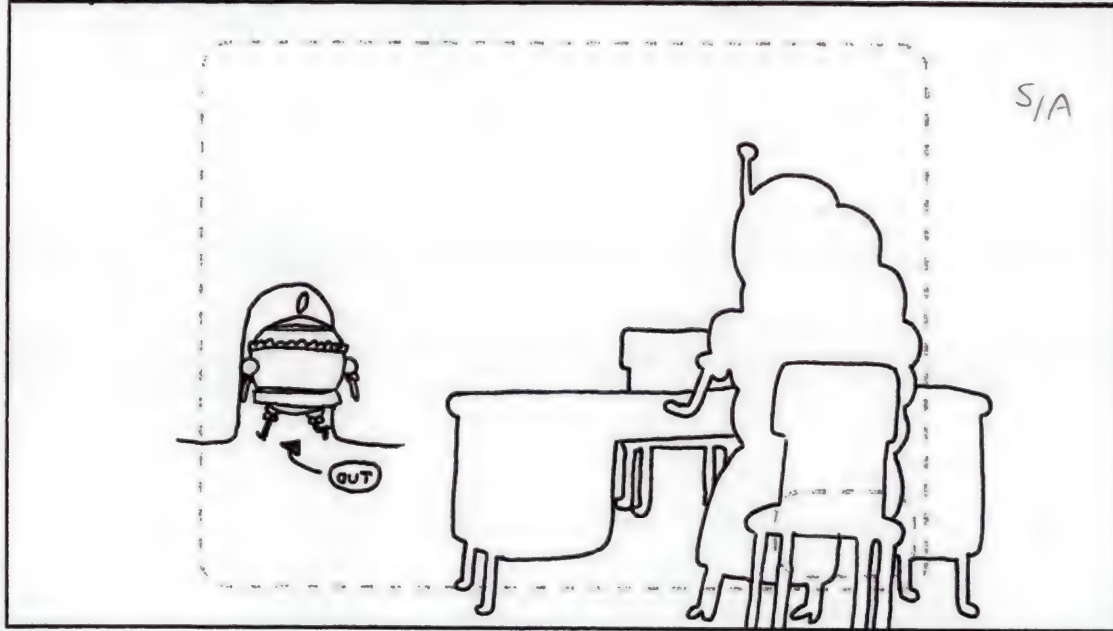


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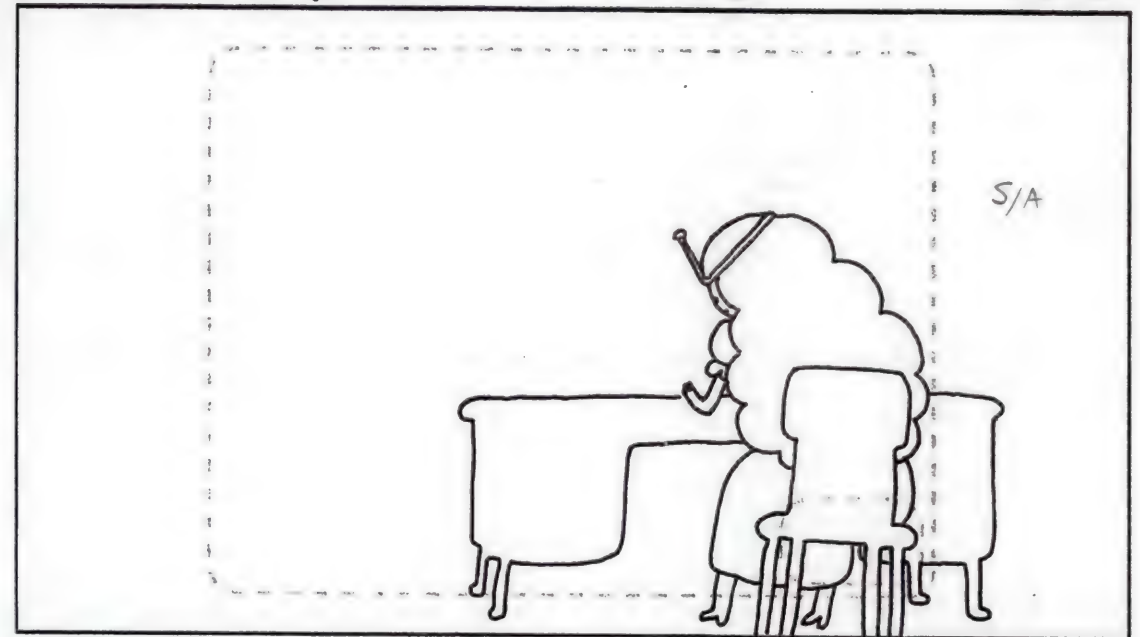


Page **33**

Sc. **19 cont** Pnl. **D** Bg. day night



Sc. **19 cont** Pnl. **E** Bg. day night



Dialog:

PB: BYE.

SFX: \* PAT-PAT-PAT \*

Action:

- CB EXITS.

- PB PATS TABLE

Timing:

NOV 12 2015



1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

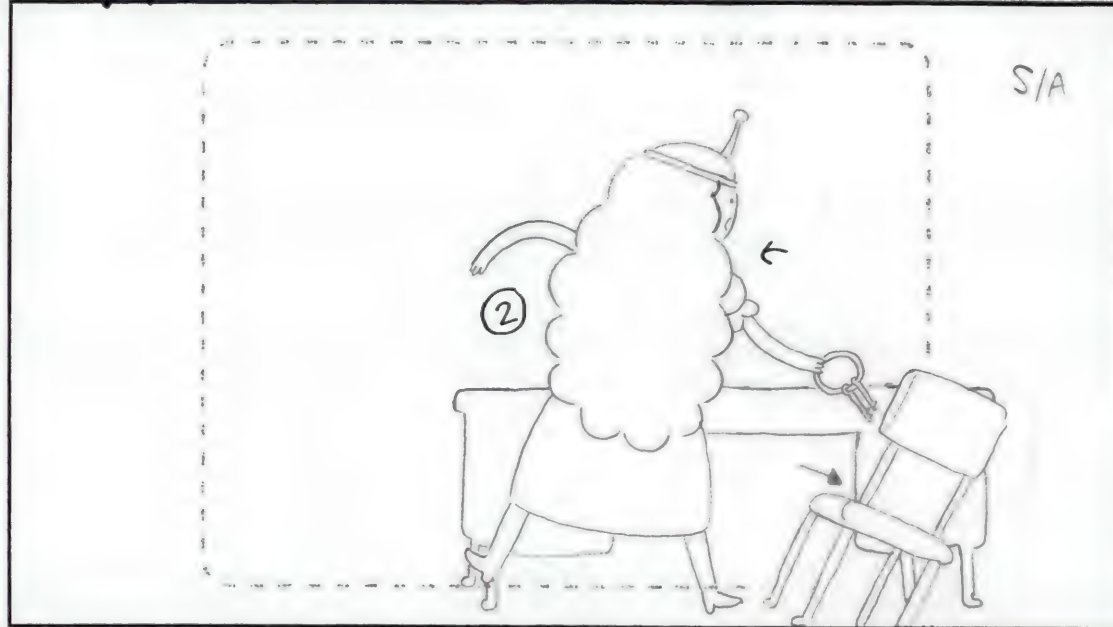


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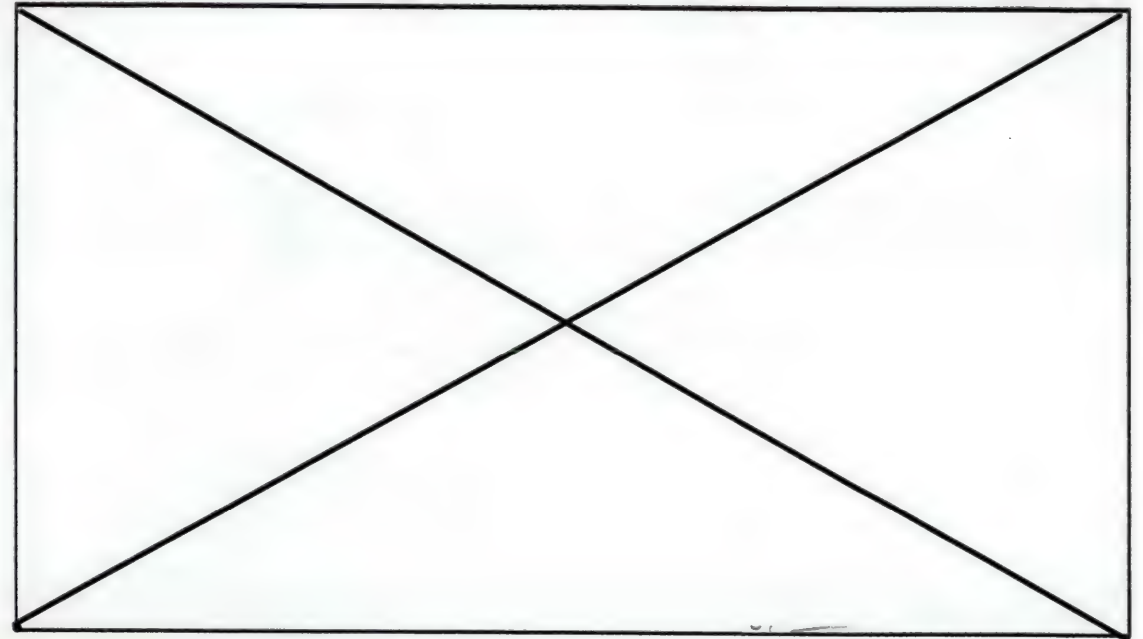


Page 34

Sc. 19 cont Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
<u>PB</u> : OH, / CB!	
Action:	
- PB GRABS KEYS. - PB SLIDES OVER DESK.	- PB RUNS AFTER CB.
Timing:	NOV 12 2015



1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME

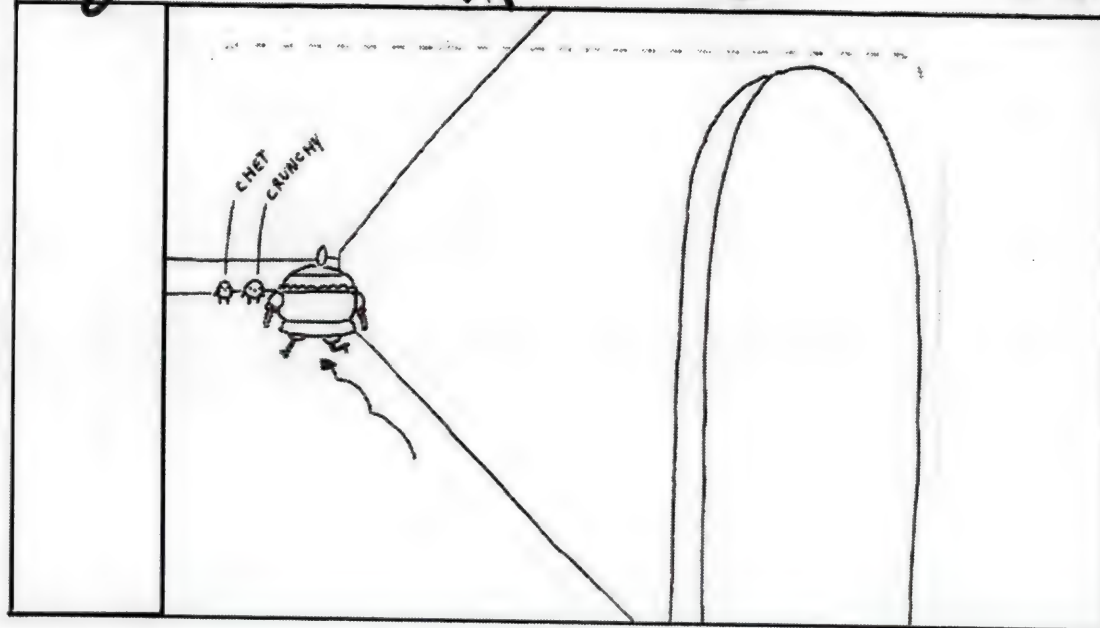


Sc. 20

Pnl. A

Bg.

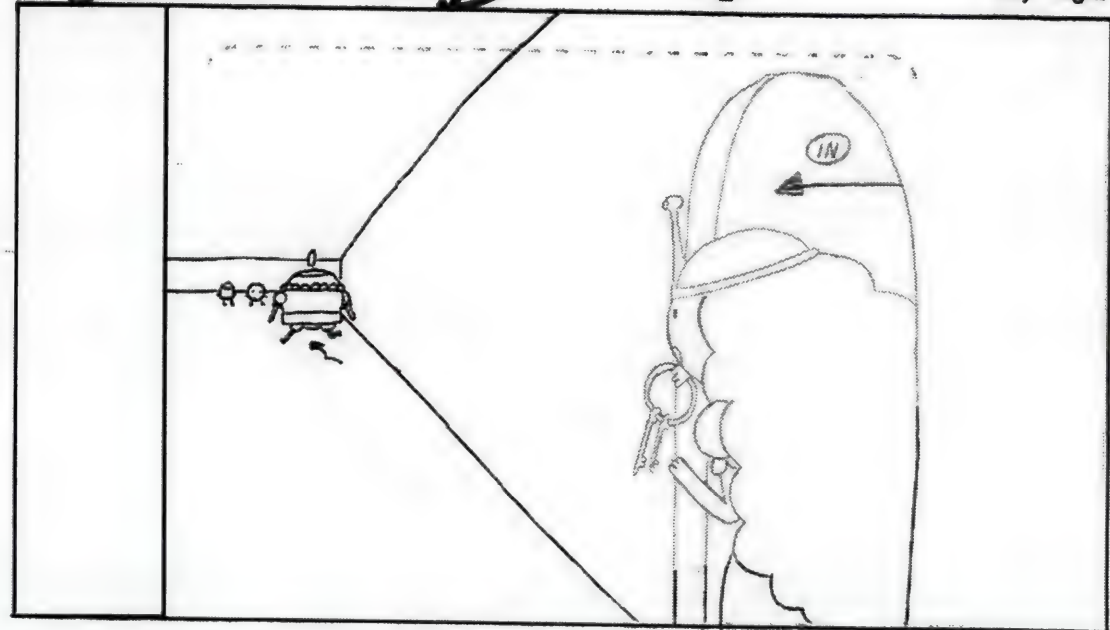
day night



Sc. 20 cont Pnl. B

Bg.

day night



Dialog:

PB: (O.S.) YOU FORGOT YOUR --

PB: KEYS!!

Action:

- CB APPROACHES CHET & CRUNCHY.

-PB APPEARS IN DOORWAY, NOTICES HE'S TALKING WITH CHET AND CRUNCHY. NOV 12 2015

Timing:

Page 35

EPISODE # 1034-240

1034/240

Production :

1034/240

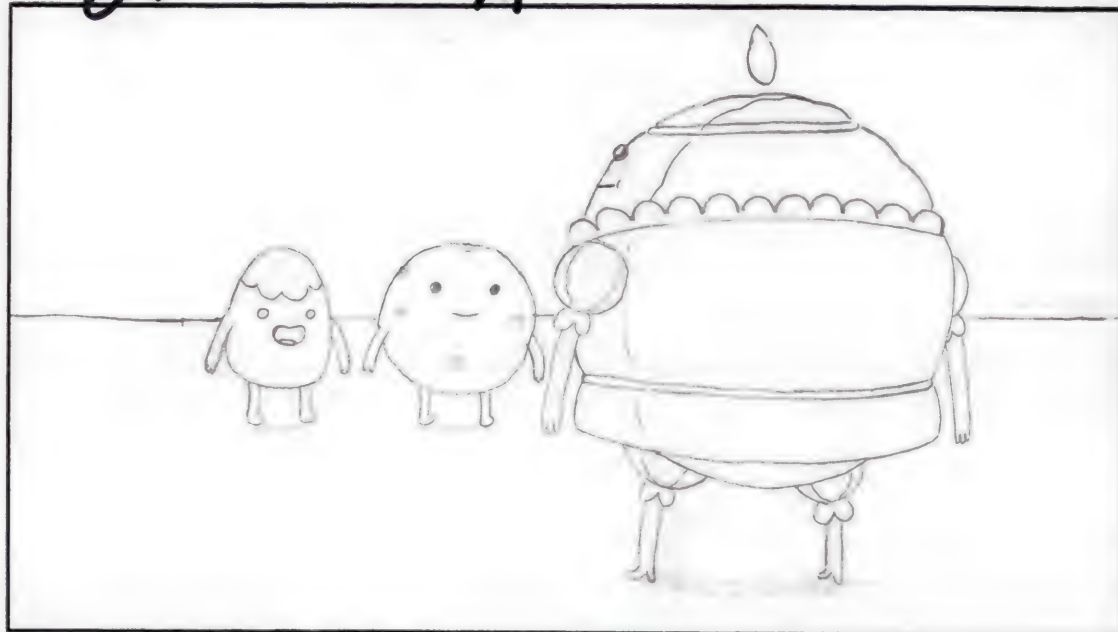
1034/240  
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# ADVENTURE TIME

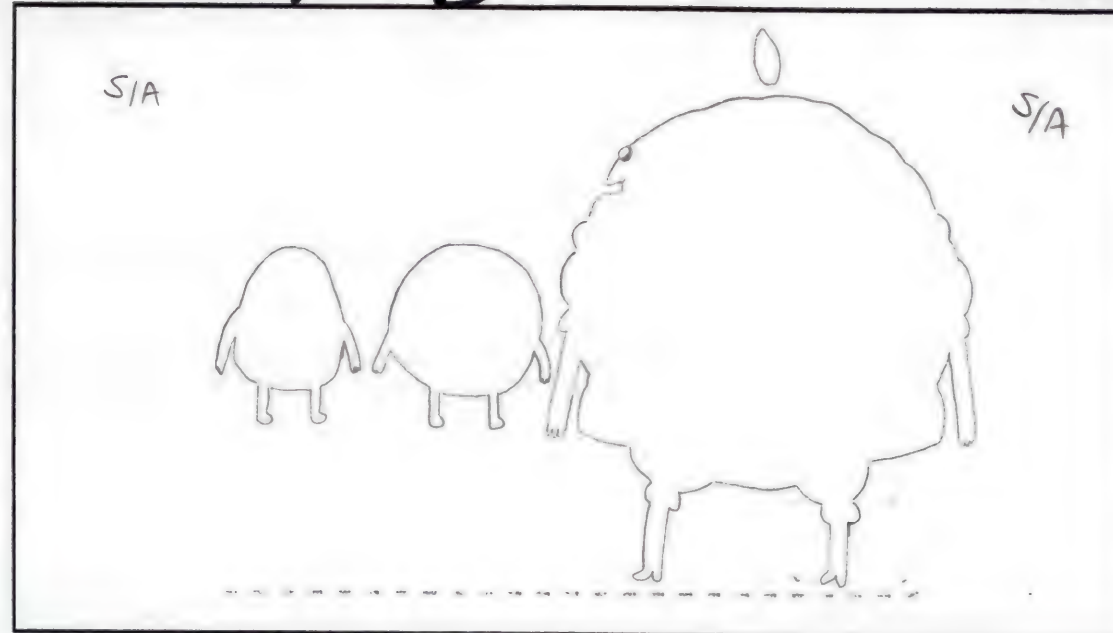


Page 36

Sc. 21 Pnl. A Bg. day night



Sc. 21 cont Pnl. B Bg. day night



Dialog: CHET: HEY LOOK WHAT WE HAVE HERE... CB: HEY GUYS

Action:

NOV 12 2011

Timing:

EPISODE # 1034-240

Production :

1034/240

1034/240



# ADVENTURE TIME

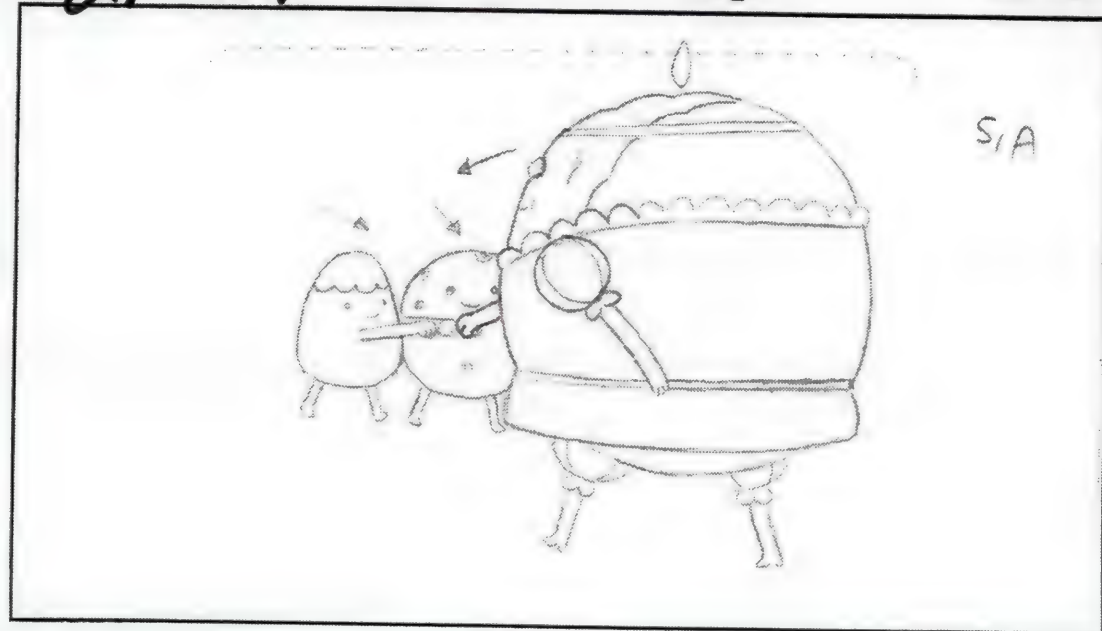


Sc. **21 CONT**

Pnl. **C**

Bg.

day night



Sc. **22**

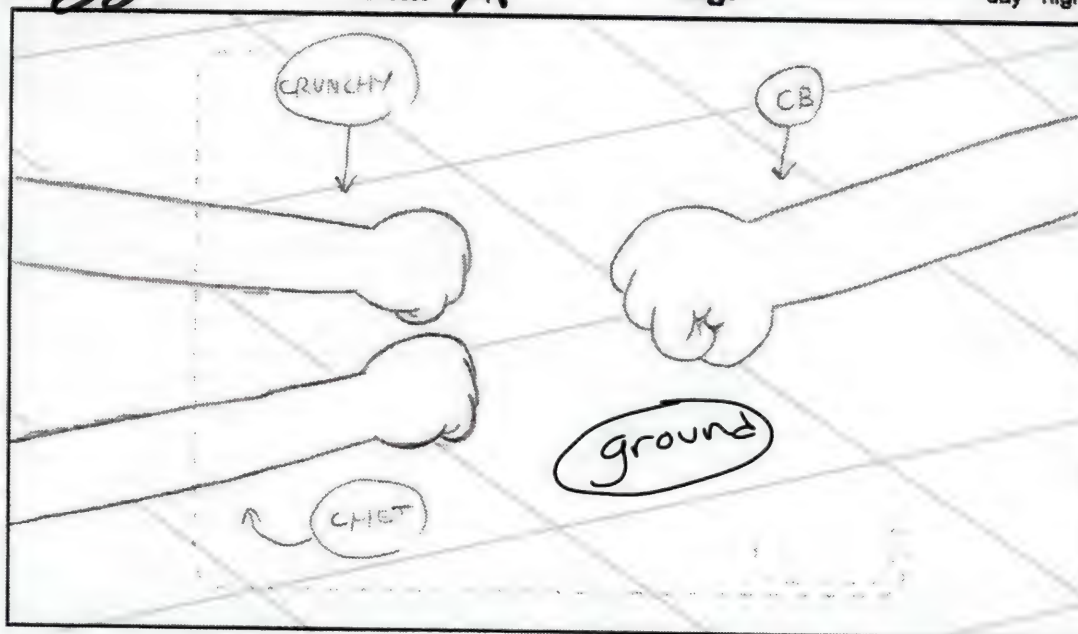
Pnl. **A**

Bg.

Page

**37**

day night



Dialog:

Action:

Timing:

NOV 12 2015

Production :

EPISODE #

1034-240

1034/240

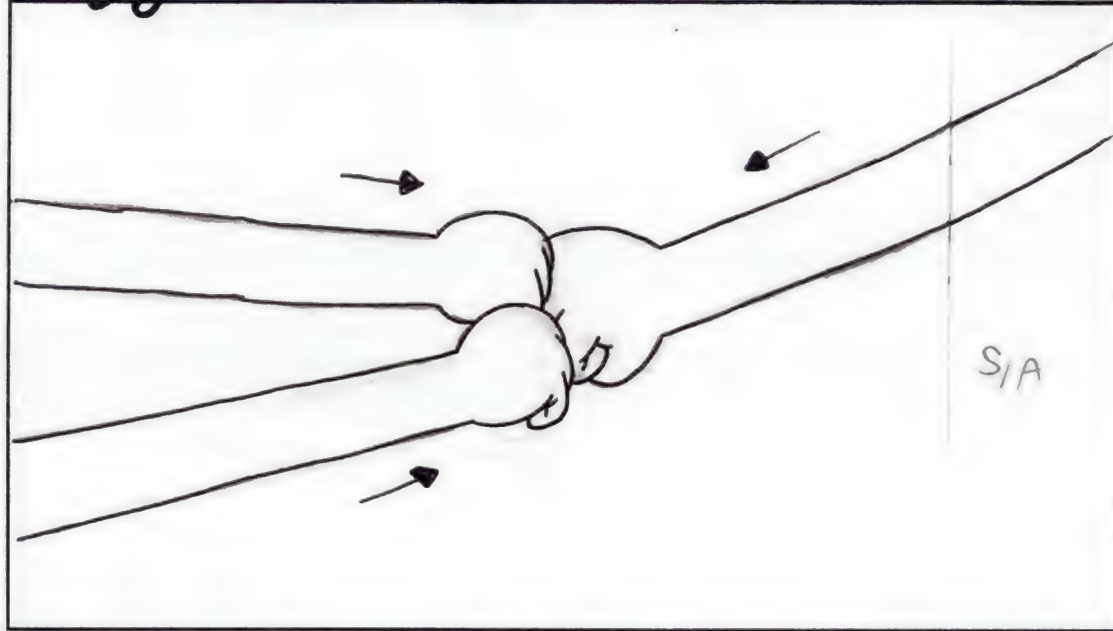
1034/240

# ADVENTURE TIME

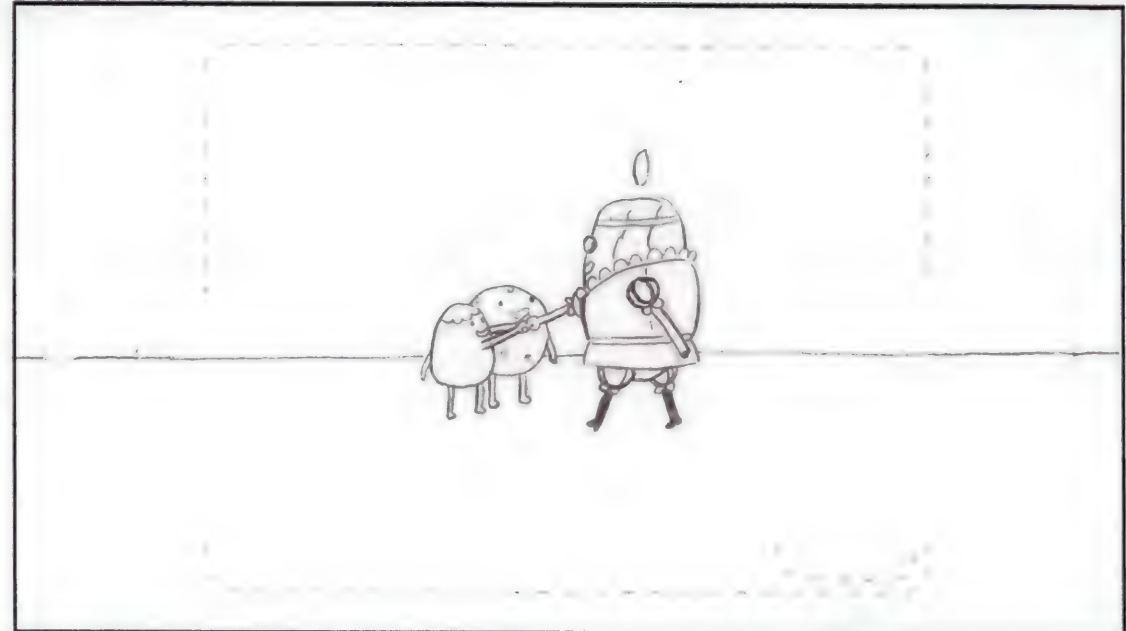


Page **38**  
NO PG 39-40  
day night

Sc. **22 cont** Pnl. **B** Bg. day night



Sc. **23** Pnl. **A** Bg. day night



Dialog:	<u>SFX:</u> * DAP *
Action:	NOV 12 2015
Timing:	

EPISODE # 1034-240

Production :

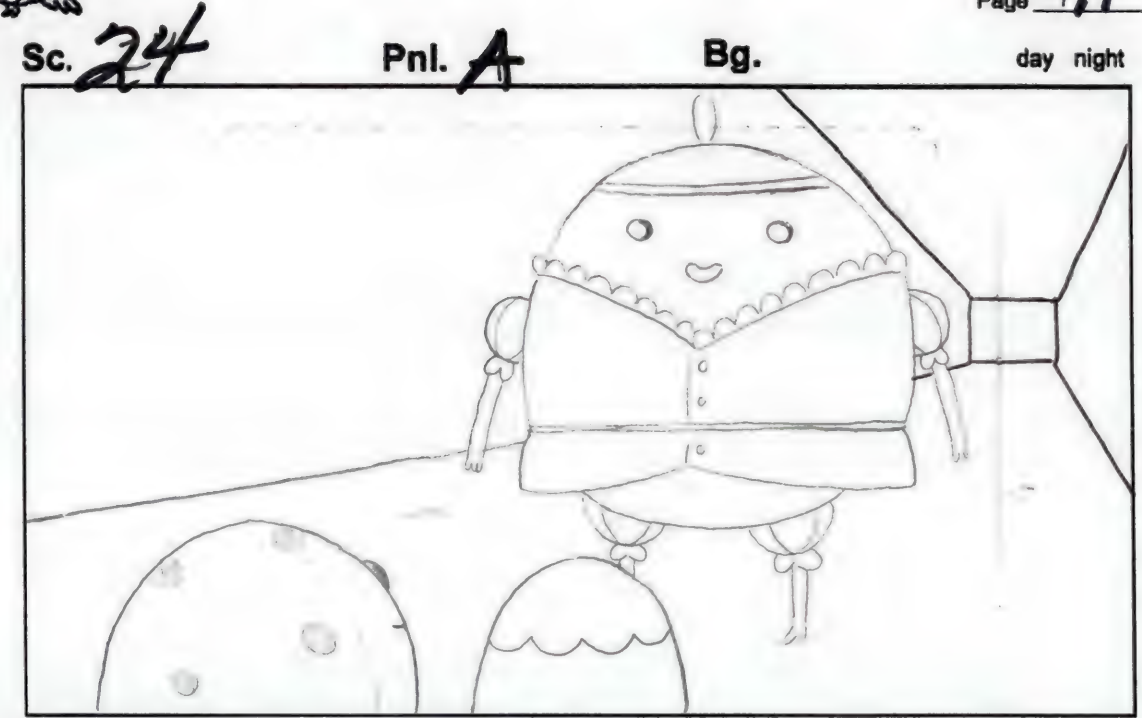
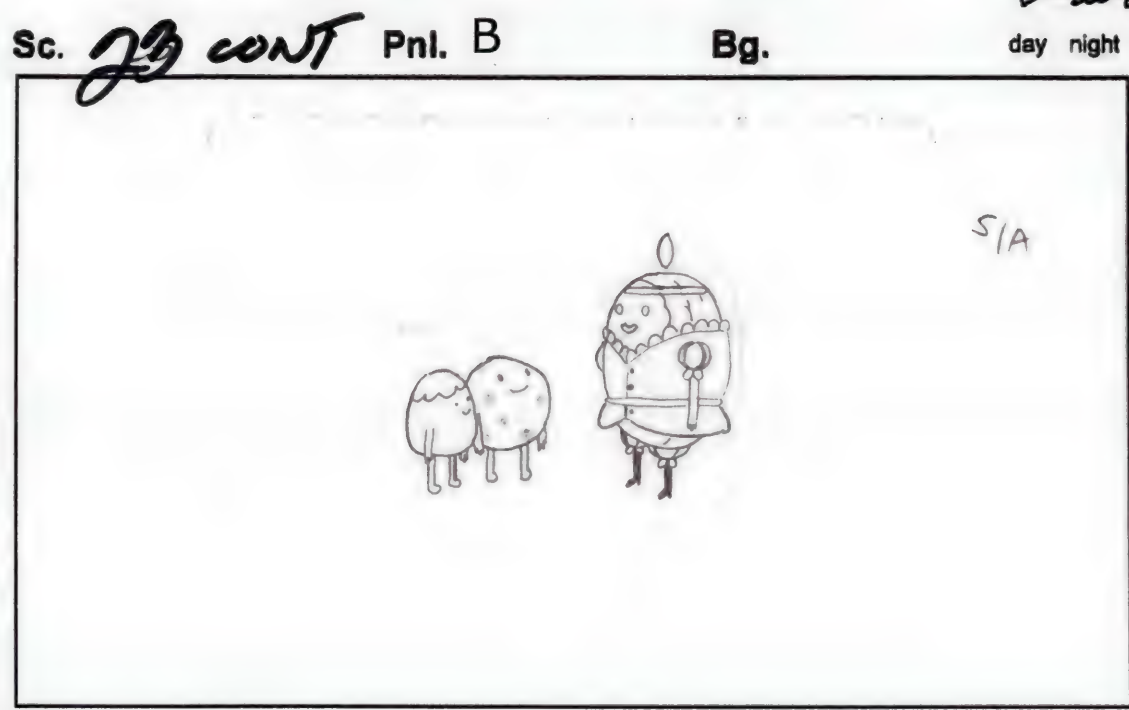
1034/240



# ADVENTURE TIME



Page 41



Dialog:	<u>CB</u> : HEY CHET, YOU STILL MAKE THOSE AWESOME NACHOS?
Action:	< END OF SECRET SHAKE >
Timing:	NOV 12 2015

1034/240

1034-240

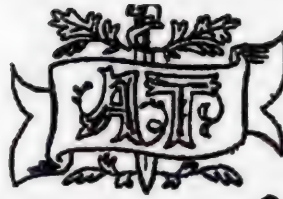
EPISODE #

1034/240

Production :

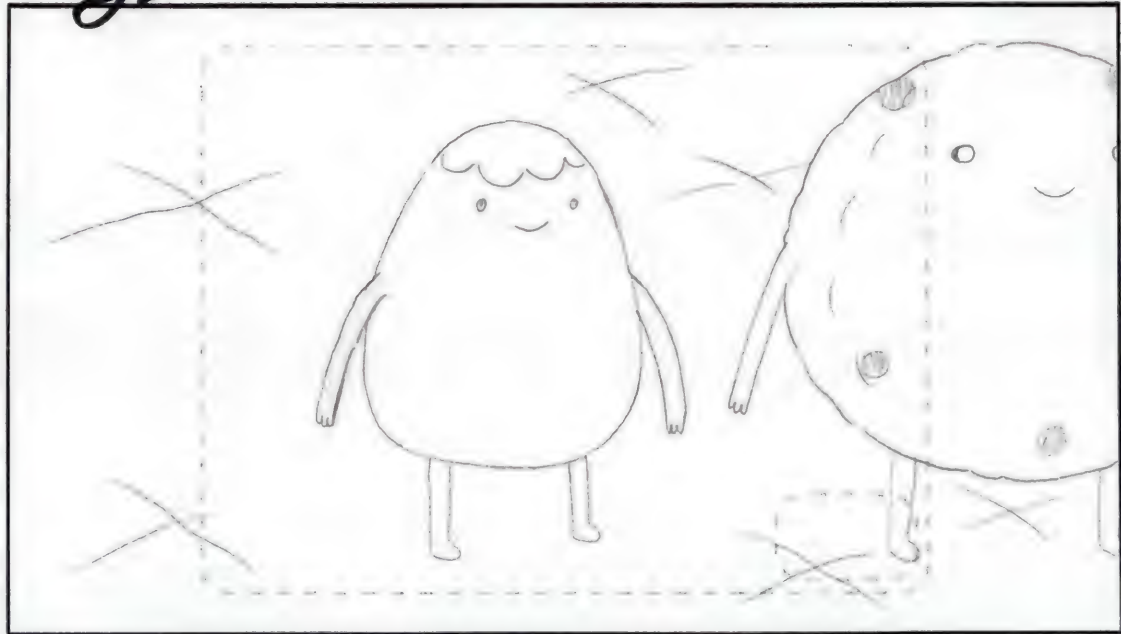
1034/240

# ADVENTURE TIME

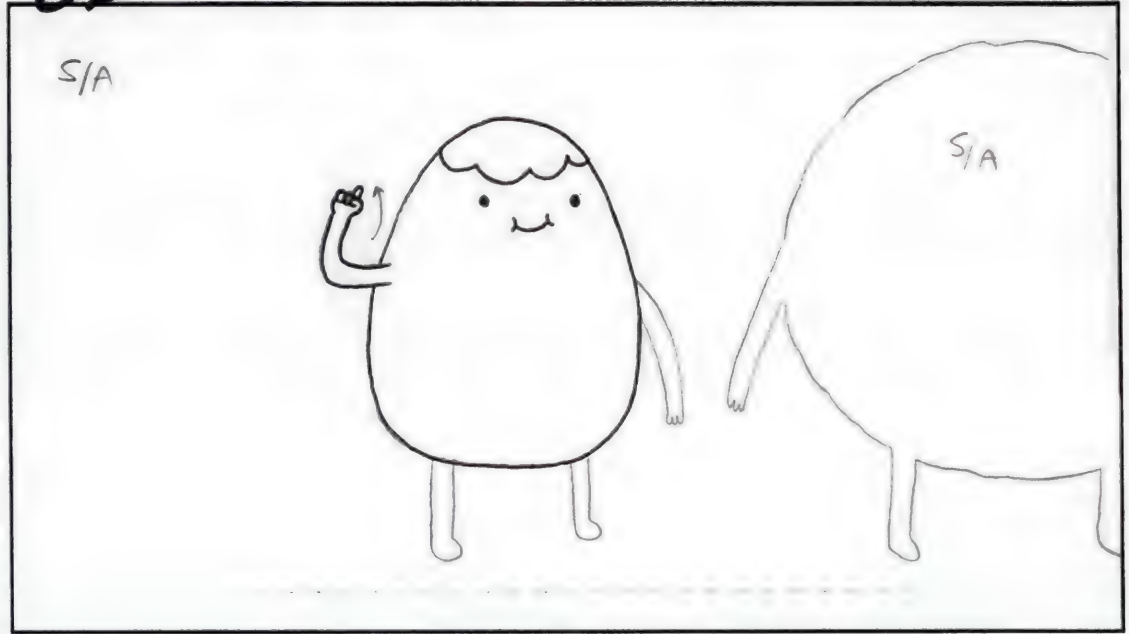


Page 42

Sc. 25 Pnl. A Bg. day night



Sc. 25 CONT Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

-CHET ANTICS.

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

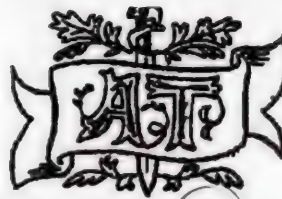
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1034/240



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# ADVENTURE TIME



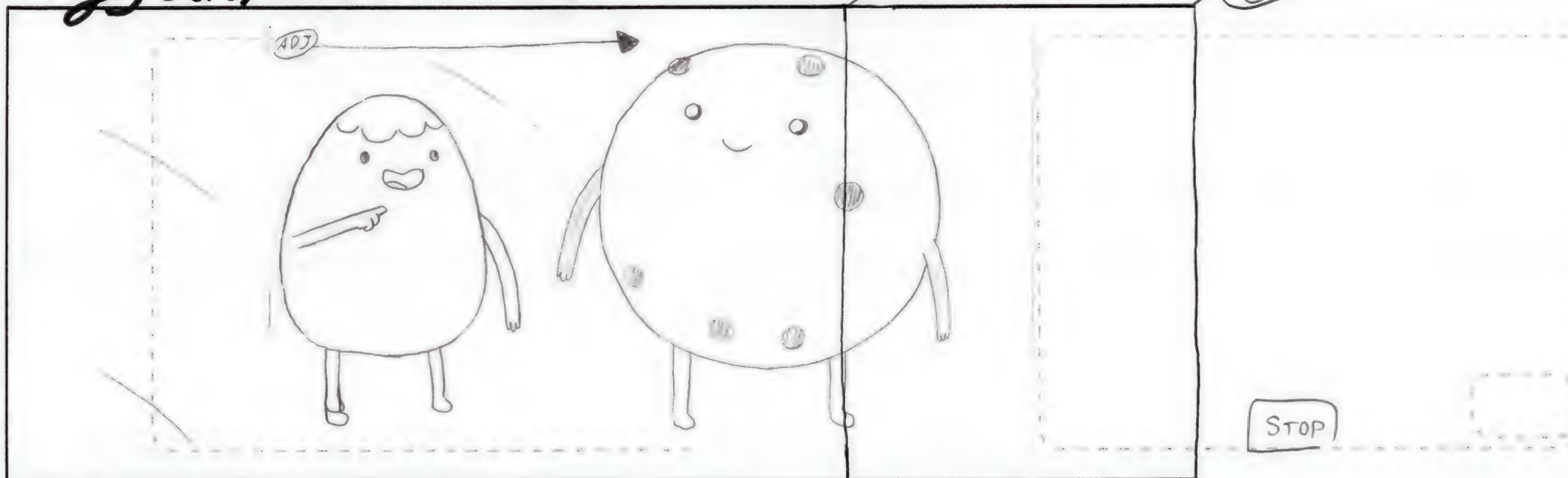
Page 43

Sc. 25 cont Pnl. C

Bg.

day night

day night



Dialog:	<u>CHET</u> : YOU KNOW IT!	<u>CB</u> : (ms) CRUNCHY, STILL CHEWING THAT SAME PIECE OF GUM?
Action:	-ADJ. RIGHT TO INCLUDE MORE of CRUNCHY	
Timing:	NOV 12 2015	

EPISODE # 1034-240

1034/240

Production :

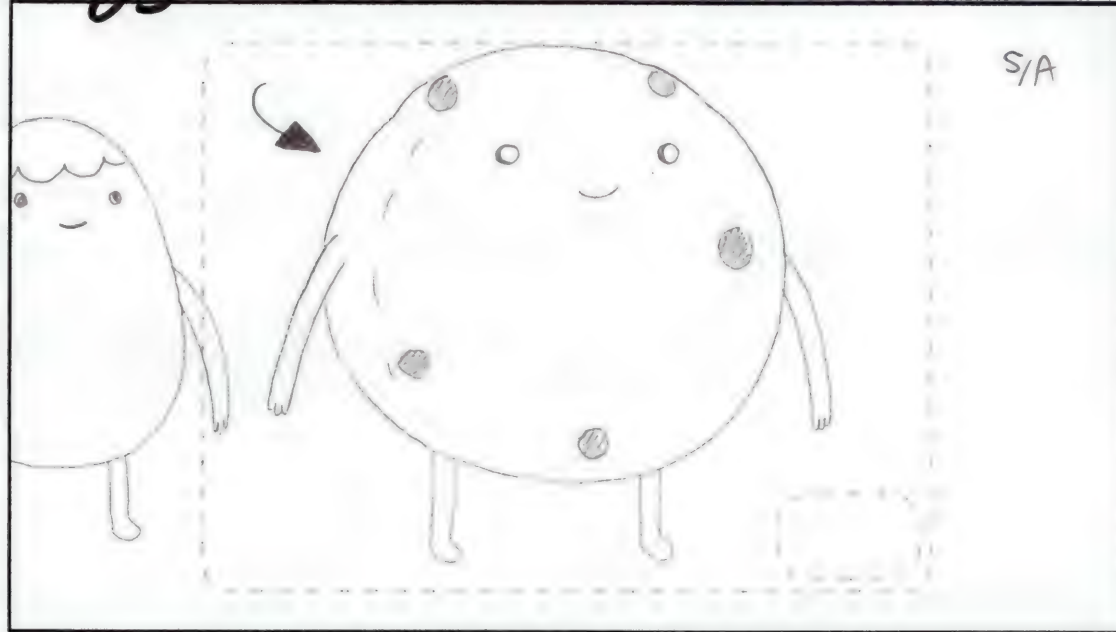
1034/240

# ADVENTURE TIME

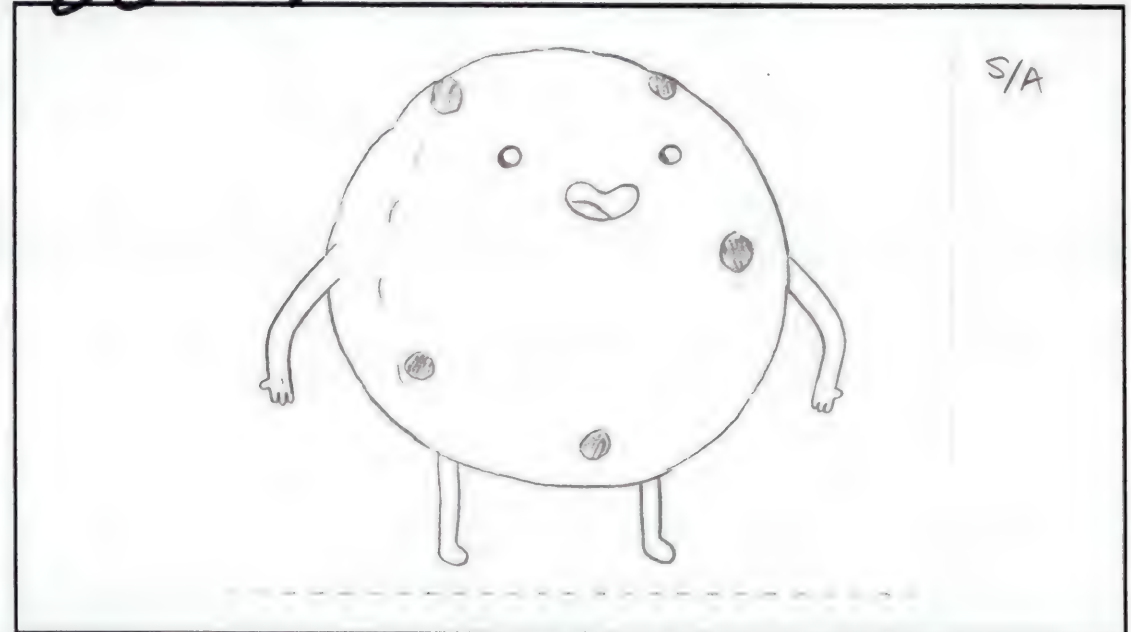


Page **44**

Sc. **25 cont** Pnl. **D** Bg. day night



Sc. **25 cont** Pnl. **E** Bg. day night



Dialog:	<u>CRUNCHY</u> : YUP! YUP!
Action:	- CRUNCHY TURNS.
Timing:	NOV 12 2015

1034-240

EPISODE #

Production :

1034/240

1034/240

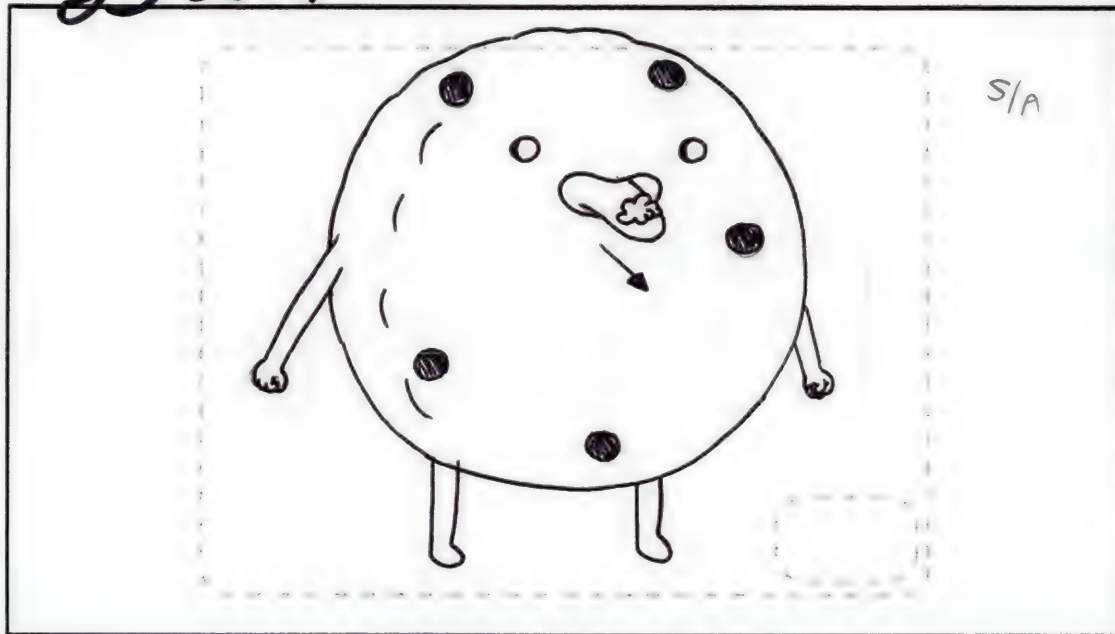


# ADVENTURE TIME

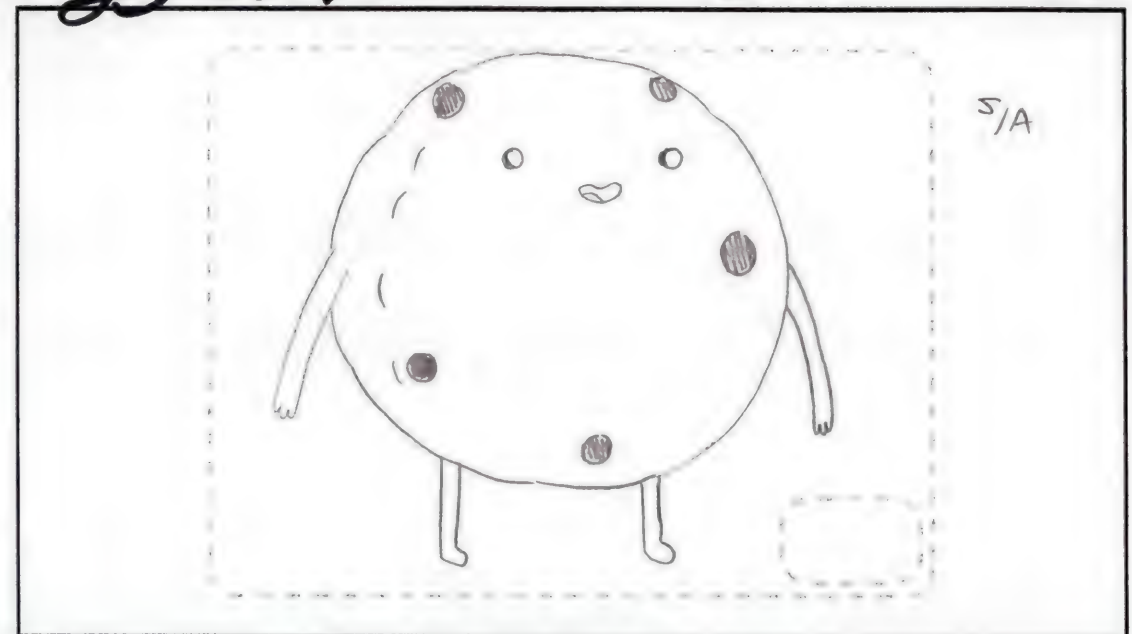


Page **45**

Sc. **25 cont** Pnl. **F** Bg. day night



Sc. **25 cont** Pnl. **G** Bg. day night



Dialog:	<u>CRUNCHY</u> : CINNAMON BUN, YOU STILL ACTIN' LIKE A BIG GOOF BALL ALL THE TIME...
Action:	- CRUNCHY STICKS OUT TONGUE
Timing:	NOV 12 2015

1034-240

EPISODE #

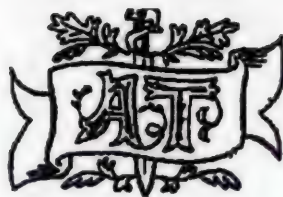
1034/240

Production :

1034/240

1034/240

ADVENTURE TIME



No Sc27

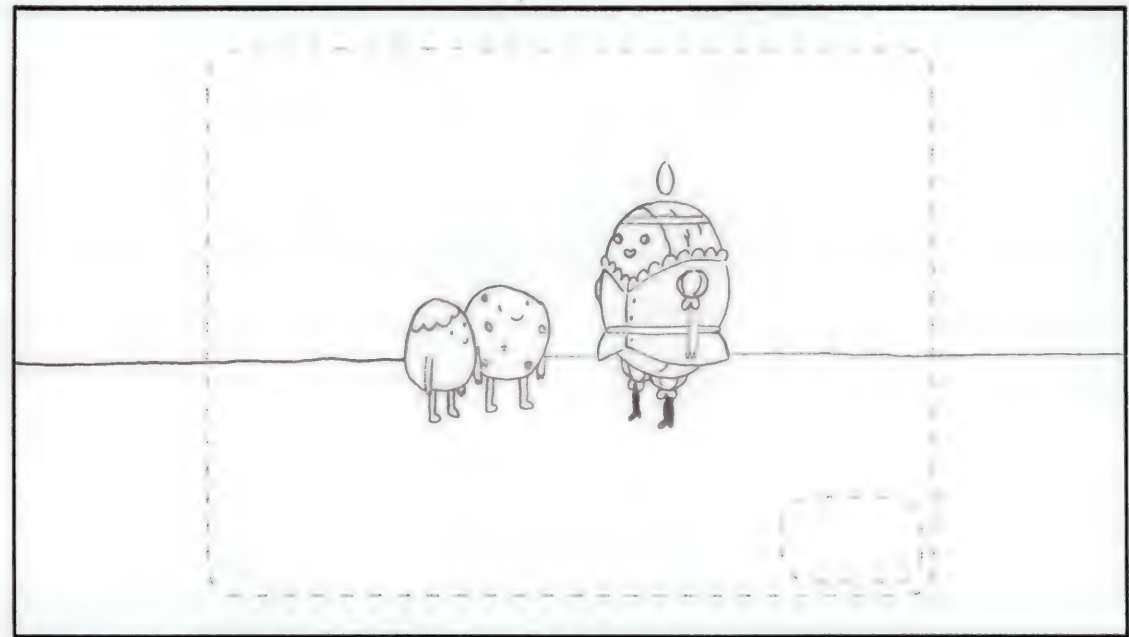
Page 46

Sc. 26

Pnl. A

Bg.

day night

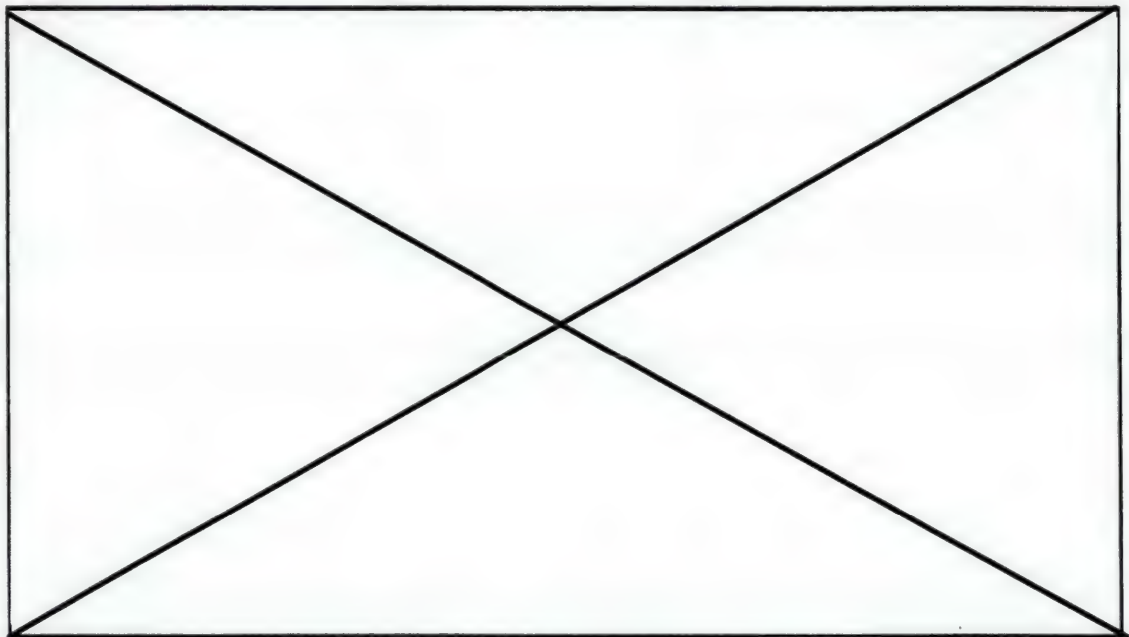


Sc.

Pnl.

Bg.

day night



Dialog:	<u>CB</u> : NO, NOT REALLY...
Action:	
Timing:	

NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

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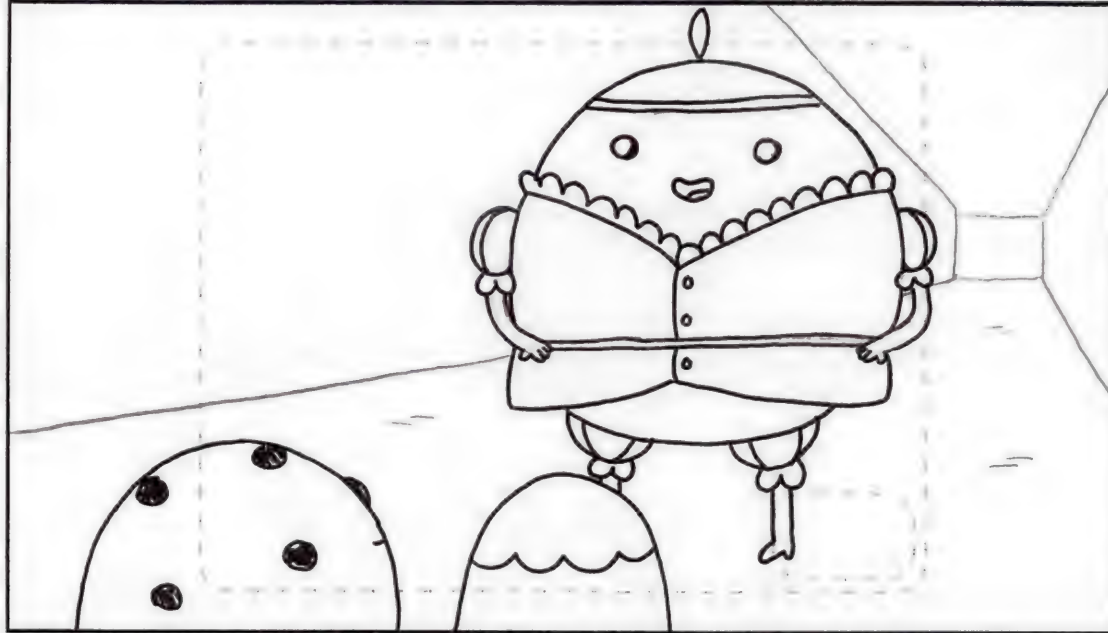


# ADVENTURE TIME

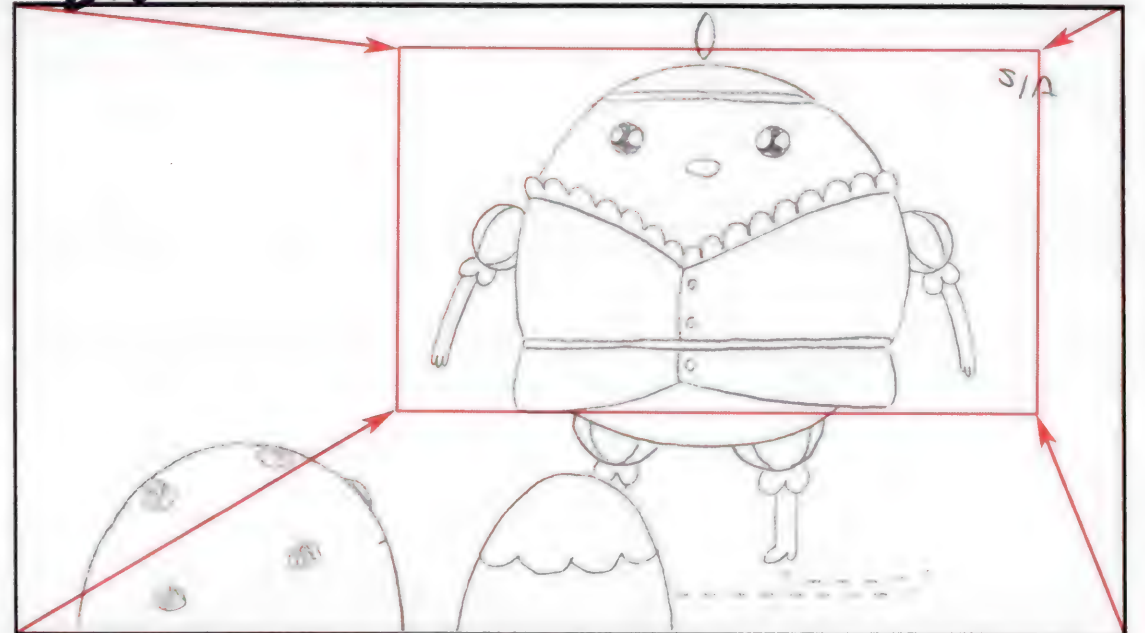


Page **47**

Sc. **28** Pnl. **A** Bg. day night



Sc. **28 cont** Pnl. **B** Bg. day night



Dialog: CB: Ha, I WAS A DIFFERENT  
GUY BACK THEN.

CB: VERY DIFFERENT ...

Action: - CB'S EYES GET GLASSY.

NOV 12 2015

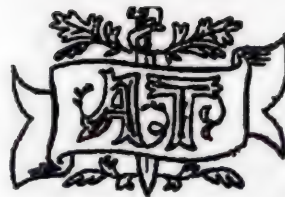
Timing:

EPISODE # 1034-240

Production :

1034/240

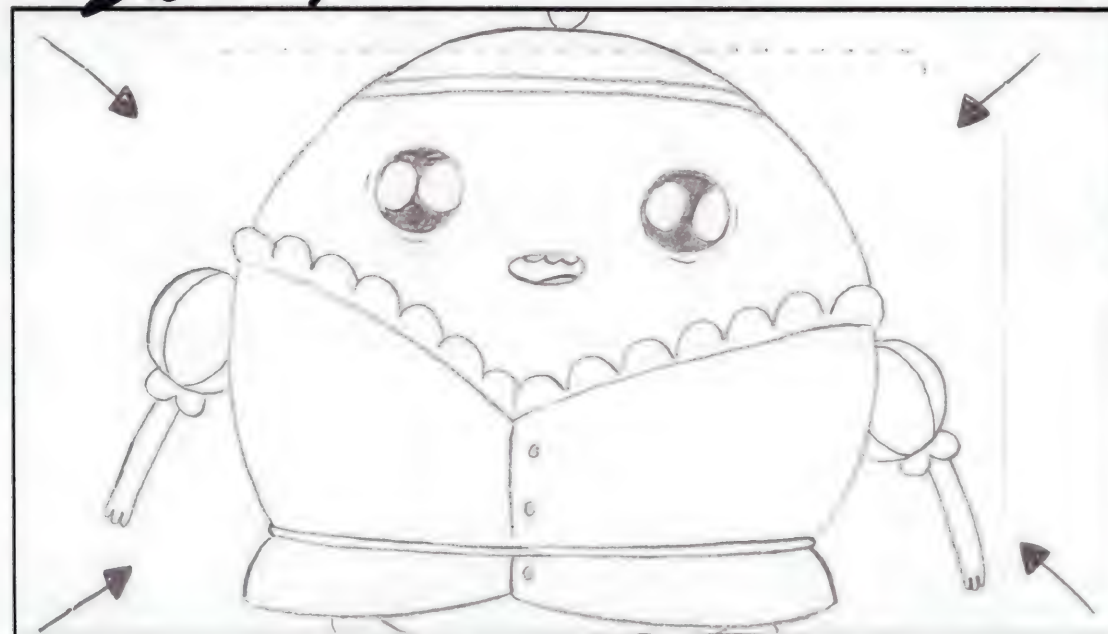
# ADVENTURE TIME



Page 48

Sc. 28 cont Pnl. C Bg.

day night



Action:

-PUSH IN ON CB'S FACE.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



ADVENTURE TIME

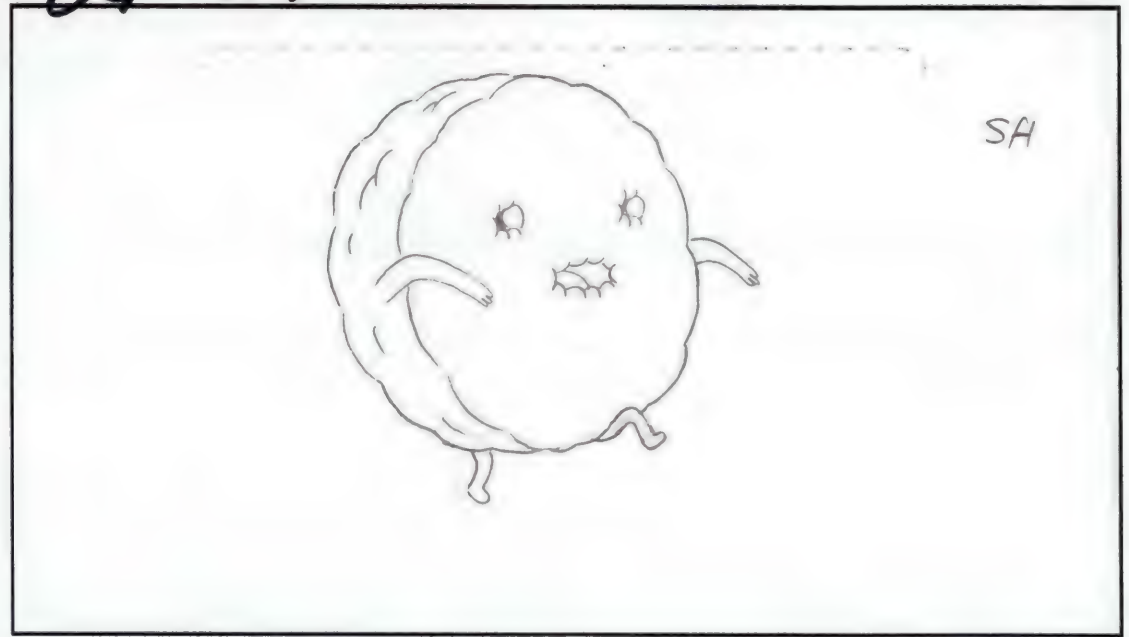


Page 49

Sc. 29 Pnl. A Bg. day night



Sc. 29 cont Pnl. B Bg. day night



Dialog: <u>CB</u> : EVERYONE WATCH, I'M GONNA DO A FLIP.		<u>CB</u> : WHOA!
Action: - REUSE FROM "THE ENCHIRIDION"		NOV 12 2015
Timing:		

1034/240

1034-240

EPISODE #

1034/240

Production :

1034/240

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# ADVENTURE TIME

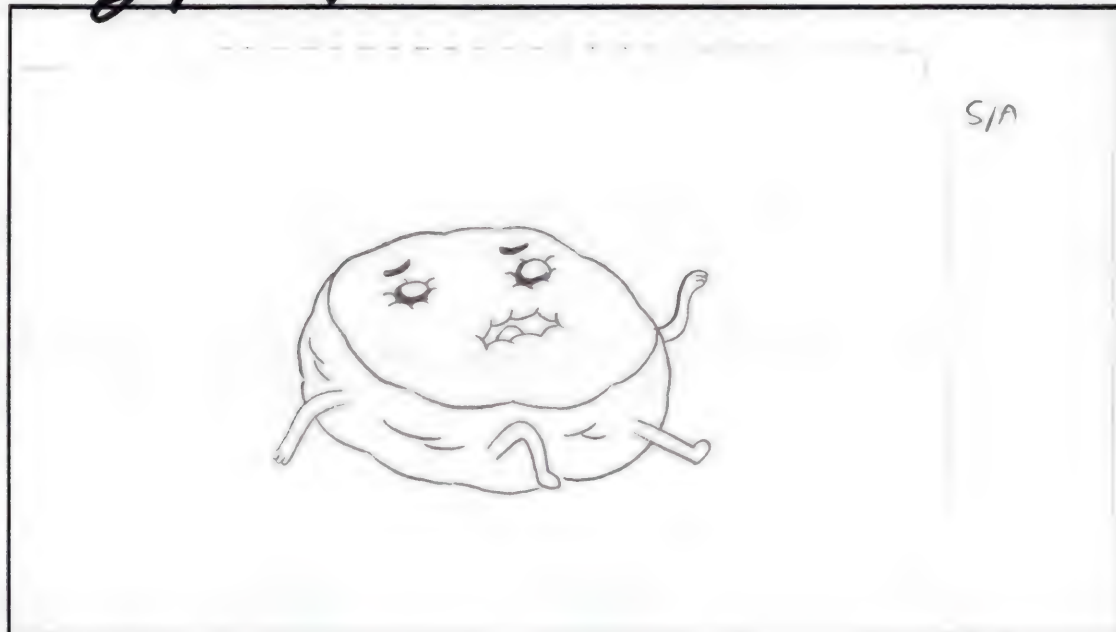


Page **50**

Sc. **29 cont** Pnl. **C**

Bg.

day night

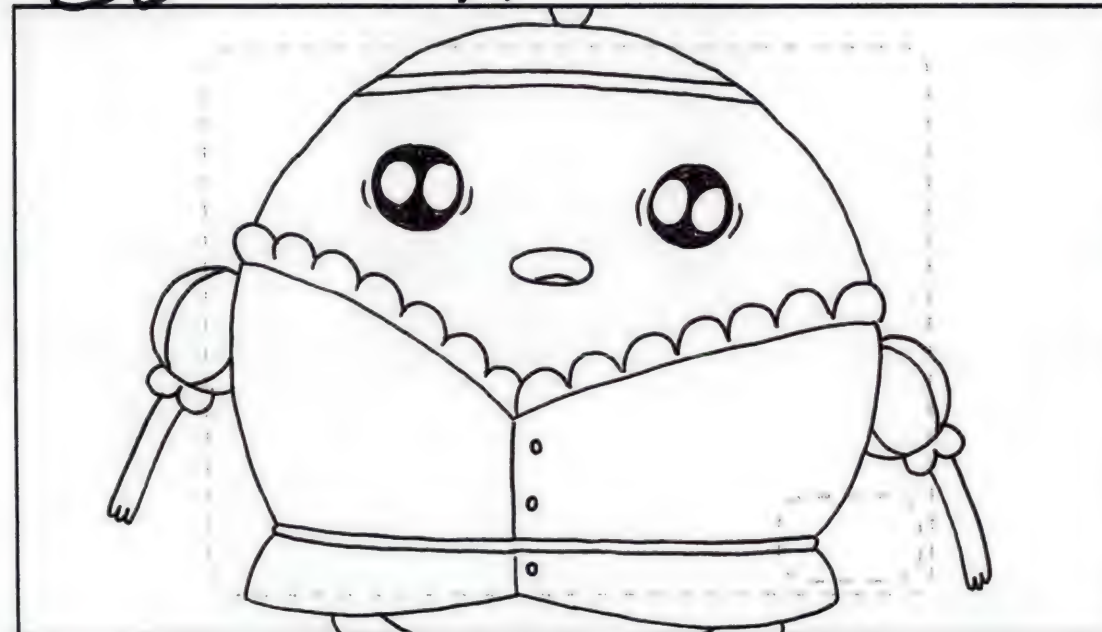


Sc. **30**

Pnl. **A**

Bg.

day night



Dialog:

SFX: \* WHUMP \*

CB: OH Nooo...

Action:

- CB FALLS OVER.

- FLASH BACK TO PRESENT.

NOV 12 2010

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



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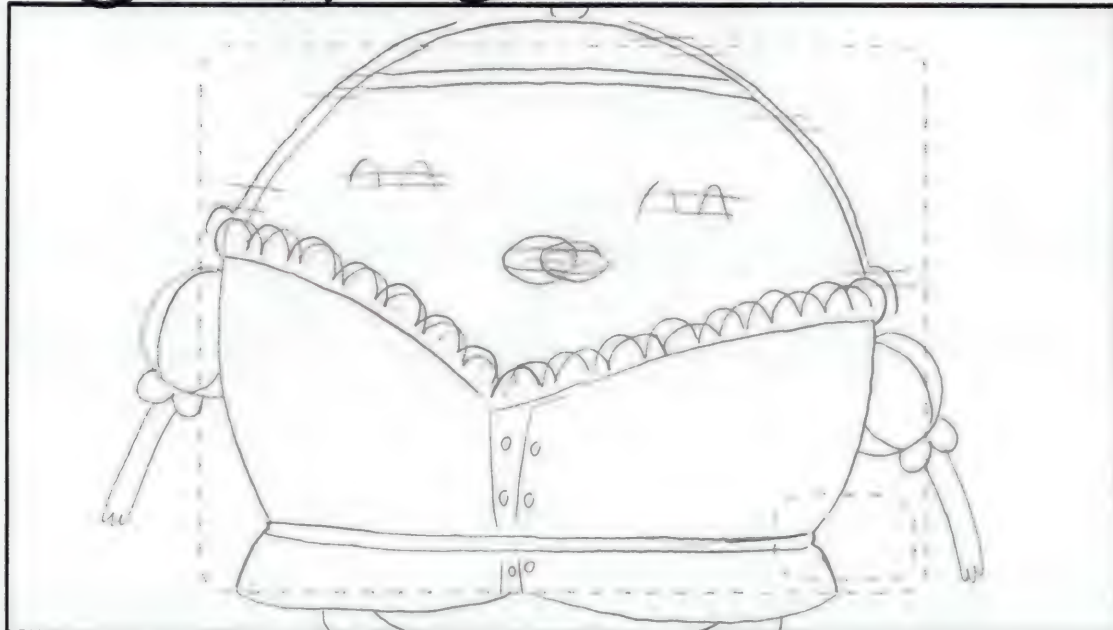
# ADVENTURE TIME



Sc. 30 cont Pnl. B

Bg.

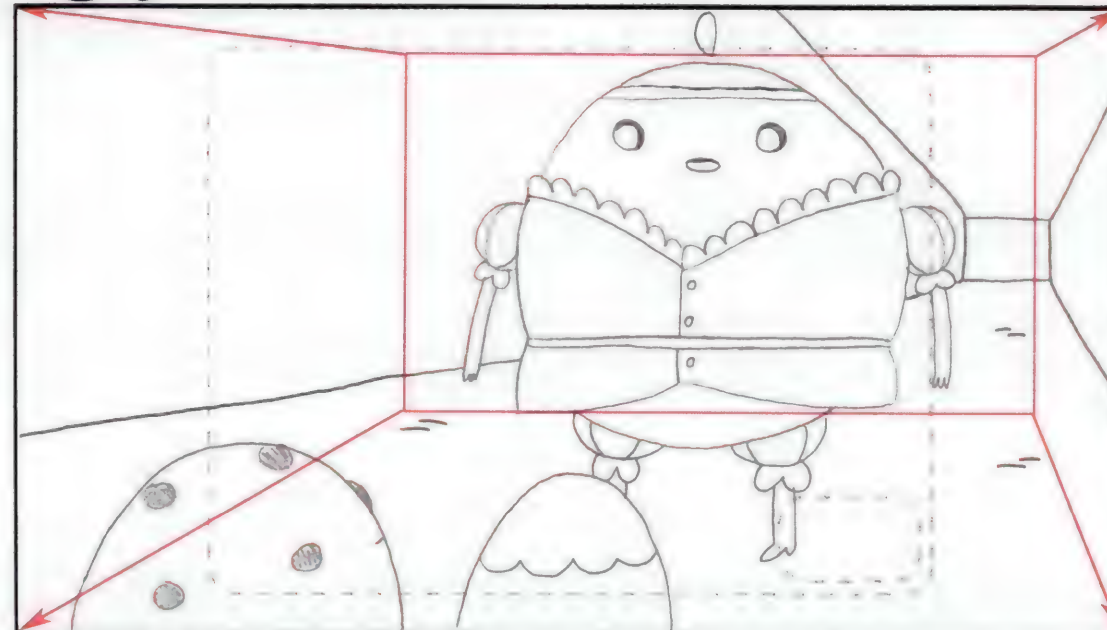
day night



Sc. 30 cont Pnl. C

Bg.

day night



Page 51

Dialog:

CB: < FACE SHAKING >

Action:

-CB SNAPS OUT OF TRANCE.

-TRUCK CUT TO INCLUDE CRUNCHY + CHET

NOV 12 2015

Timing:

EPISODE # 1034-240

Production :

1034/240

1034/240

# ADVENTURE TIME

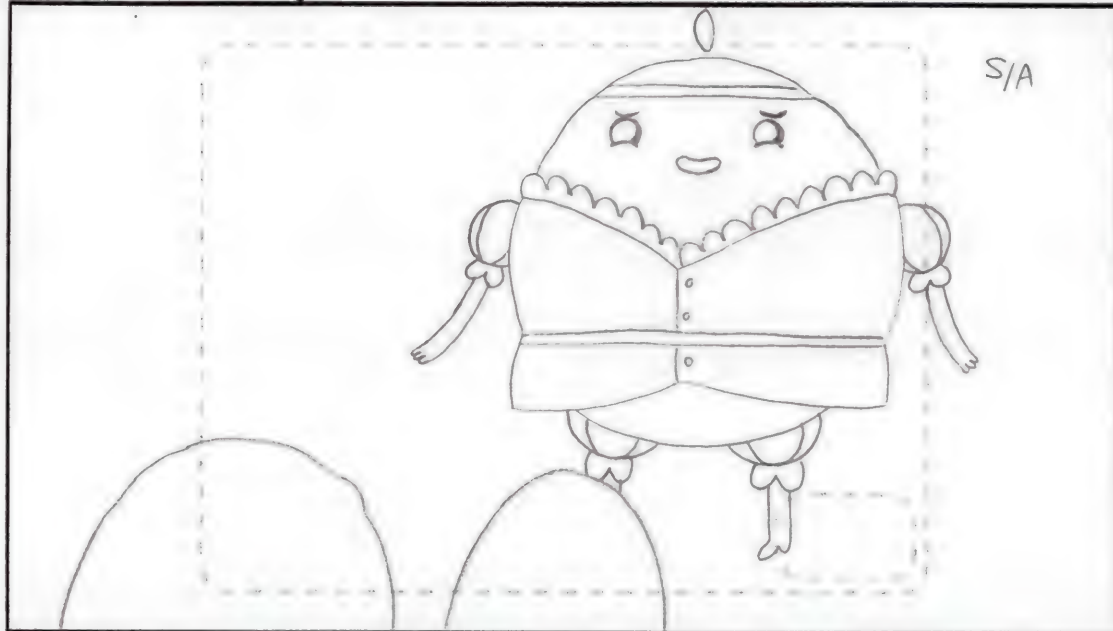


Page 52

Sc. 30 CONT Pnl. D

Bg.

day night



Sc. 31

Pnl. A

Bg.

day night



Dialog:

CB: BUT LIFE NOW IS GREAT... HEH, HEH.

Action:

PB LOOKS THOUGHTFUL.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME



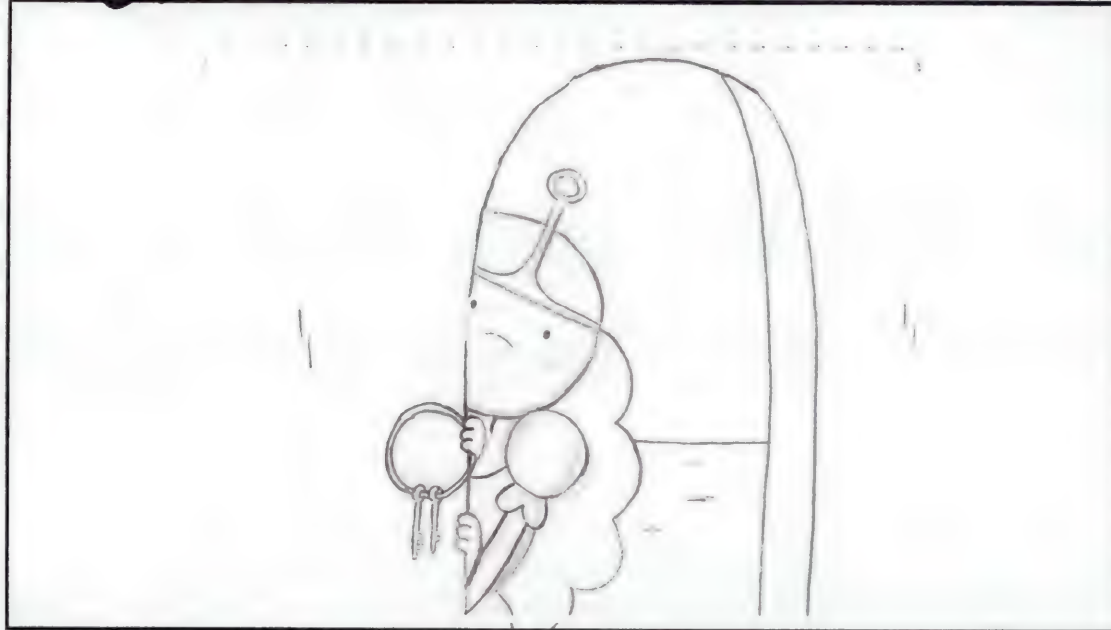
NO  
SC  
32

Page **53**  
NO PGS 54-55  
day night

Sc. **31 cont** Pnl. B

Bg.

day night



Sc. **31 cont** Pnl. C

Bg.



Dialog:  
PB: (V/O) IT CAN'T BE EASY FOR HIM ...  
LIVING ALONE SOMEWHERE  
SO DIFFERENT THAN HOME.

PB: (V/O) I BET HE WOULD BE HAPPIER  
IF HE HAD a friend like  
himself for company.

Action:

NOV 12 2015

Timing:

EPISODE # 034-240

1034/240

Production :

1034/240

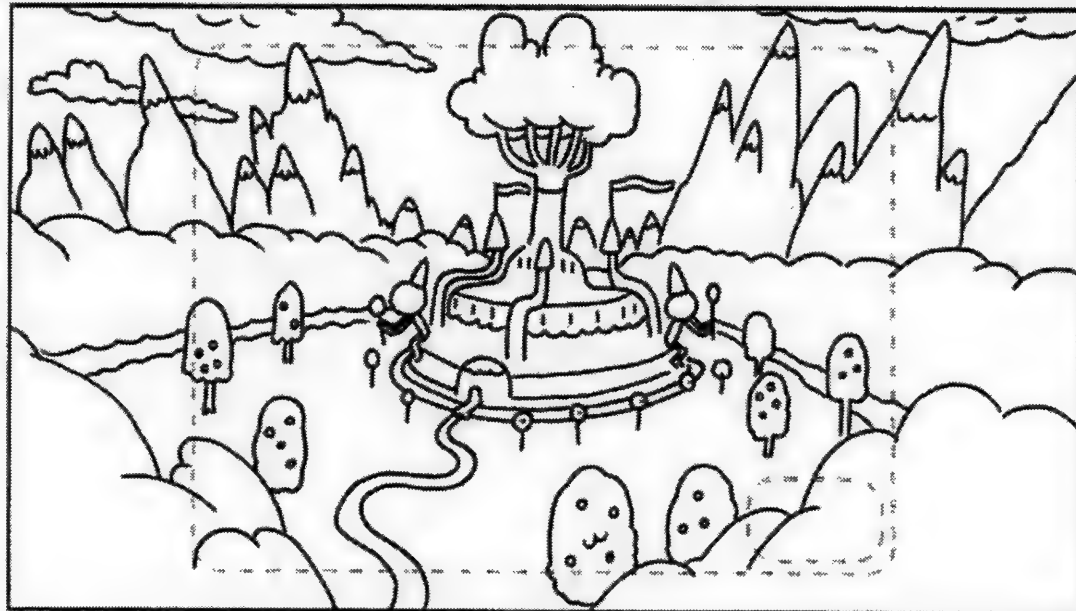
# ADVENTURE TIME



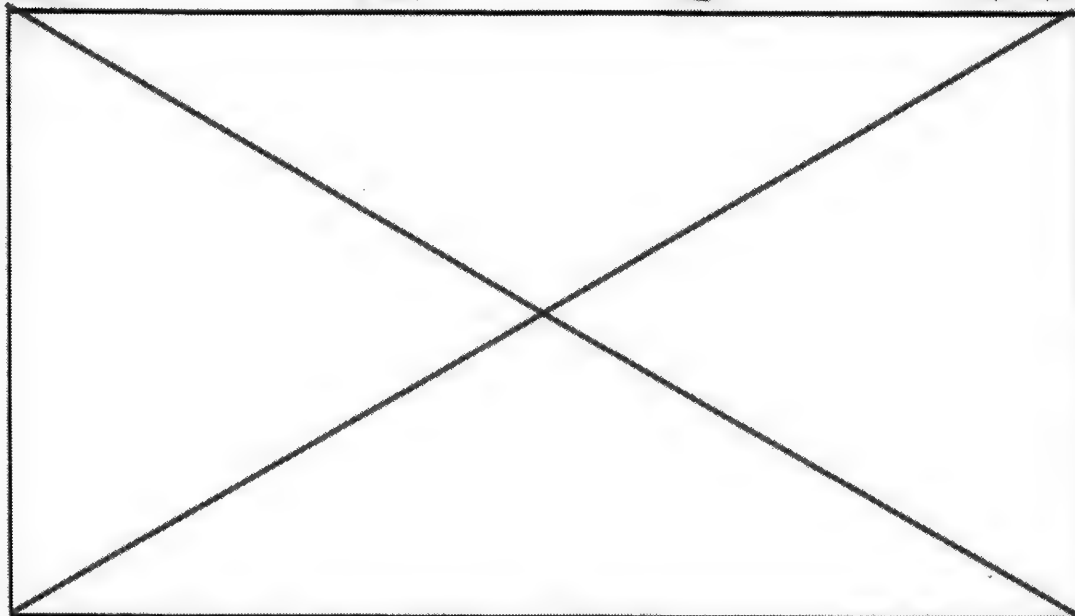
REVISED  
12/01/15

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Sc. 33 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) (o/s)

Princess?

Action:

- TIME LAPSE Night → Day

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

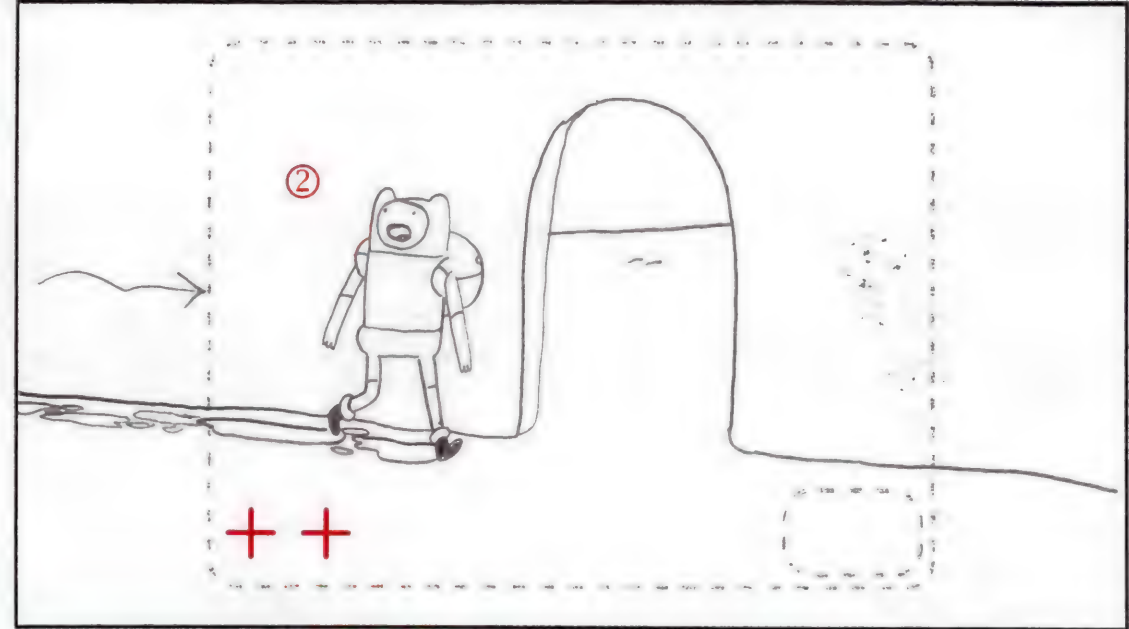


# ADVENTURE TIME

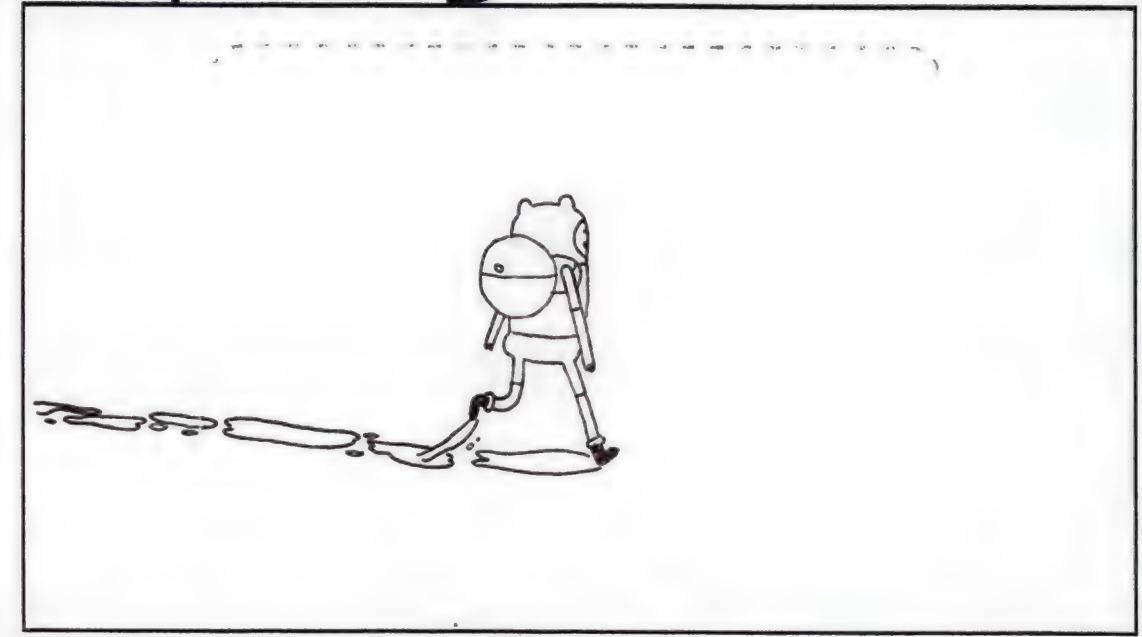


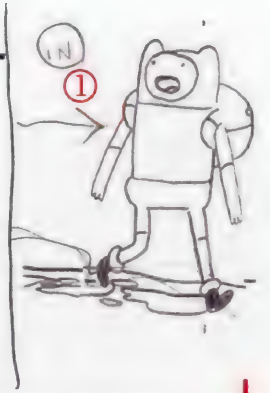
Page 57

Sc. 34 Pnl. A Bg. day night



Sc. 34 CONT Pnl. B Bg. day night



Dialog:	<u>F:</u> WHERE ARE YOU?	<u>PB:</u> (o/s) Oh- hold on.
Action:	- FINN WALKS IN TRAILING SLIME.	
Timing:		NOV 12 2010

1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240

# ADVENTURE TIME



Page **58**

Sc. **35**

Pnl. **A**

Bg.

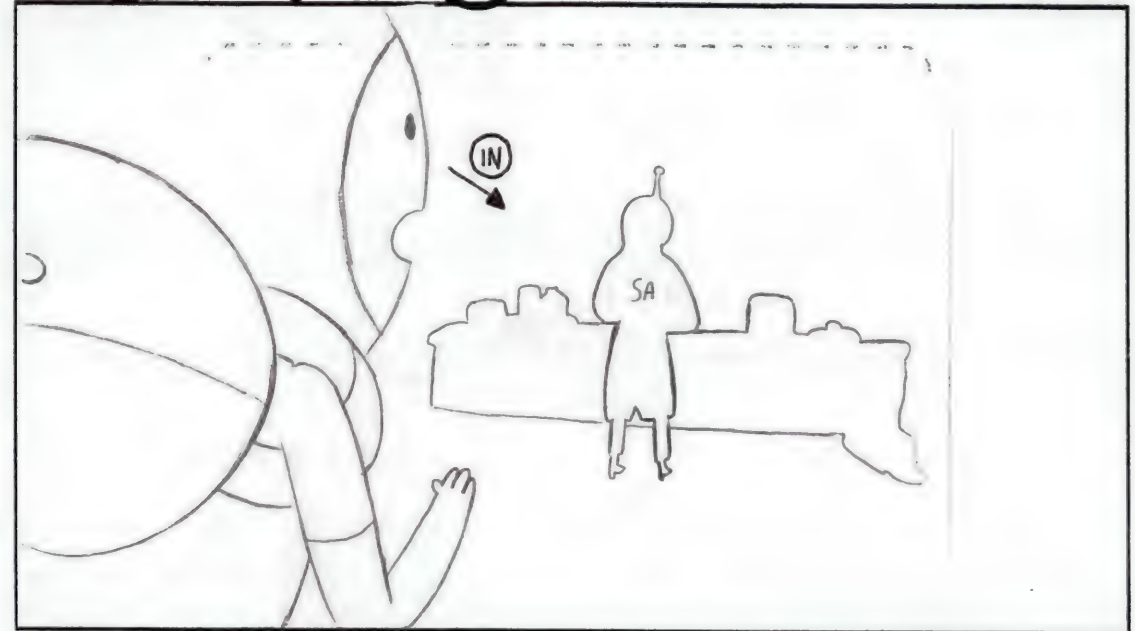
day night



Sc. **35 CONT** Pnl. **B**

Bg.

day night



Dialog:

PB/ Almost done.

Action:

- JARS WITH DIFFERENT PICTURES OF  
CANDY PEOPLE.

- F WALKS ON/S.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME

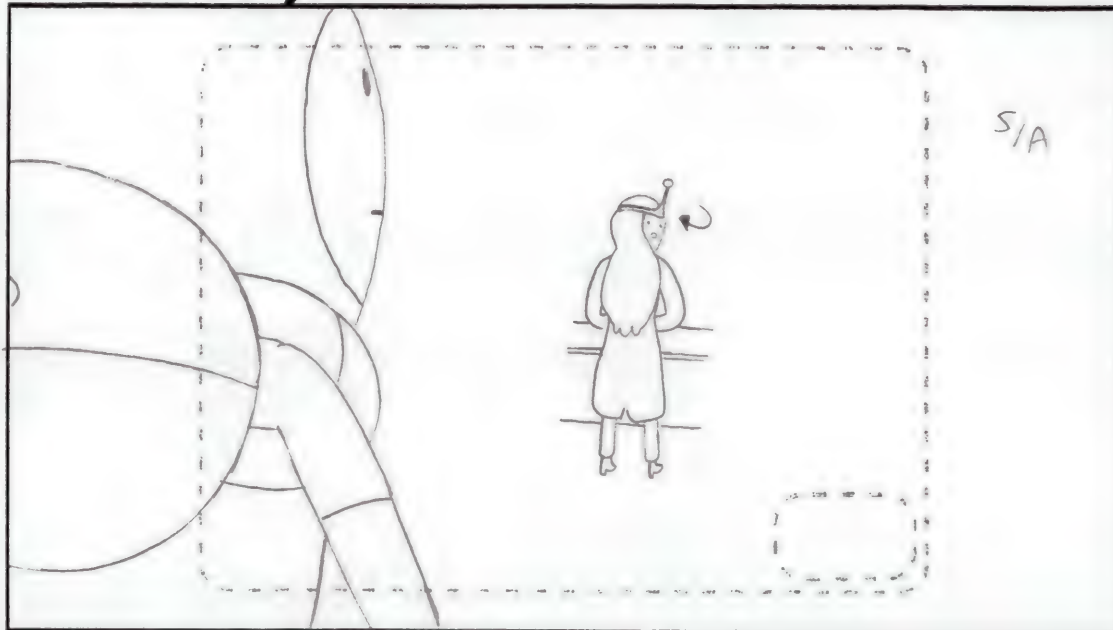


Page **59**

Sc. **35 cont** Pnl. **C**

Bg.

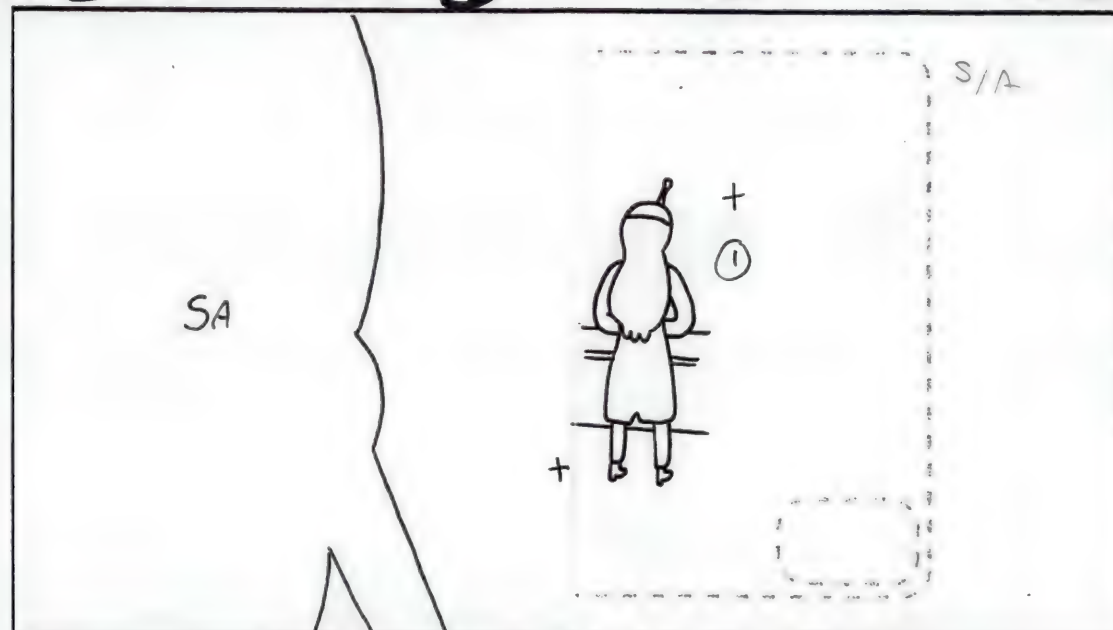
day night



Sc. **35 cont** Pnl. **D**

Bg.

day night



Dialog:

PB: I WANT SHOW YOU MY NEWEST CREATION.

Action:

- PB LOOKS BACK OVER HER SHOULDER.

Timing:



1034-240

EPISODE #

1034-240

Production :

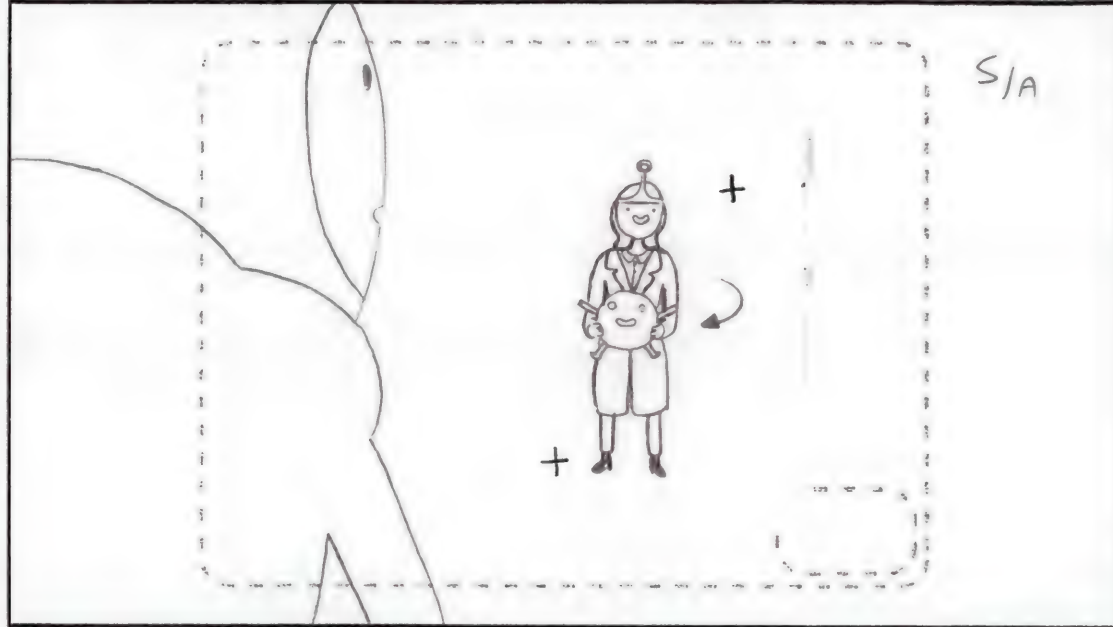
1034/240

# ADVENTURE TIME

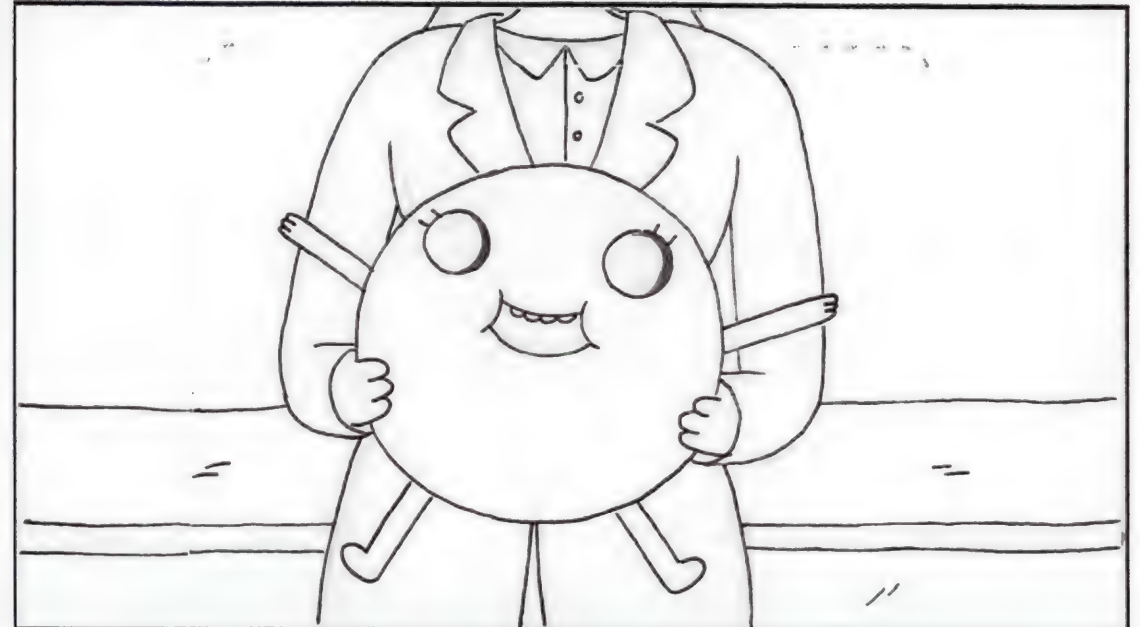


Page 60

Sc. 35 cont Pnl. E Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	<u>PB</u> : I CALL HER --	<u>PB</u> : -- BUN BUN!
		<u>BUNBUN</u> : HI! I'M BUN BUN!
Action:	-PB TURNS HOLDING BUN BUN.	
Timing:	NOV 12 2015	

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

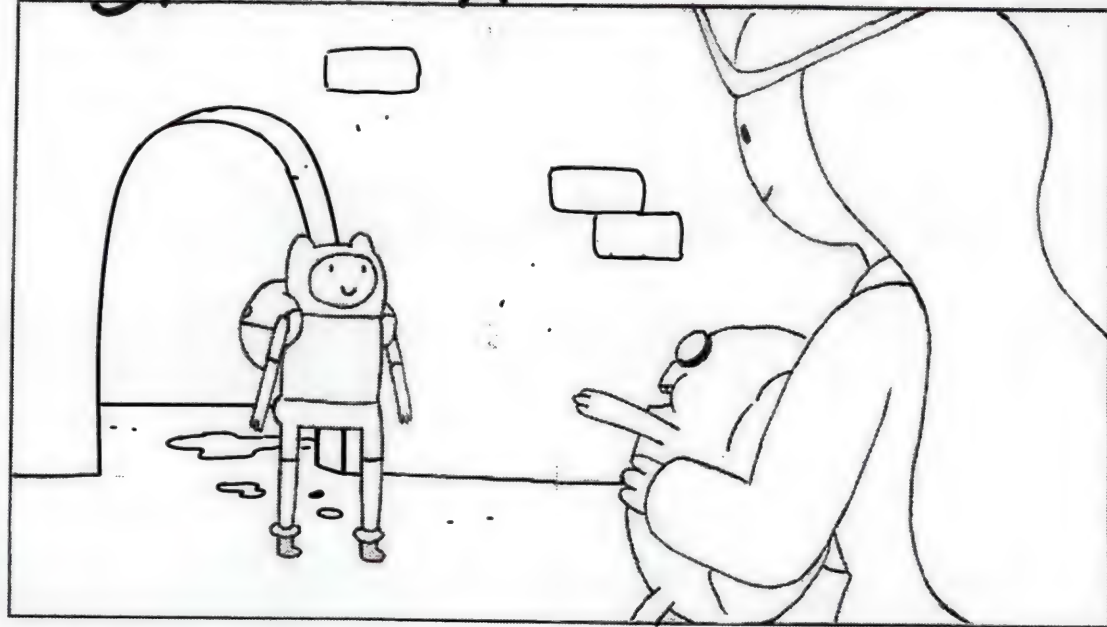


# ADVENTURE TIME

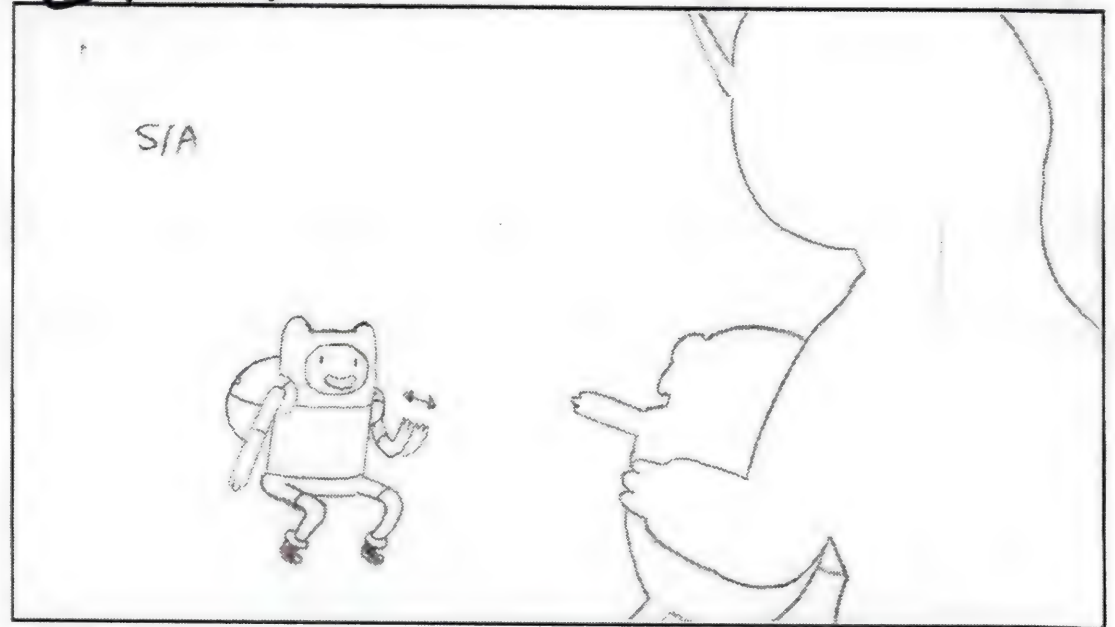


Page 61

Sc. 37 Pnl. A Bg. day night



Sc. 37 CONT Pnl. B Bg. day night



Dialog:

E: HE-EY.

Action:

- FINN SQUATS AND WAVES

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

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1034/247

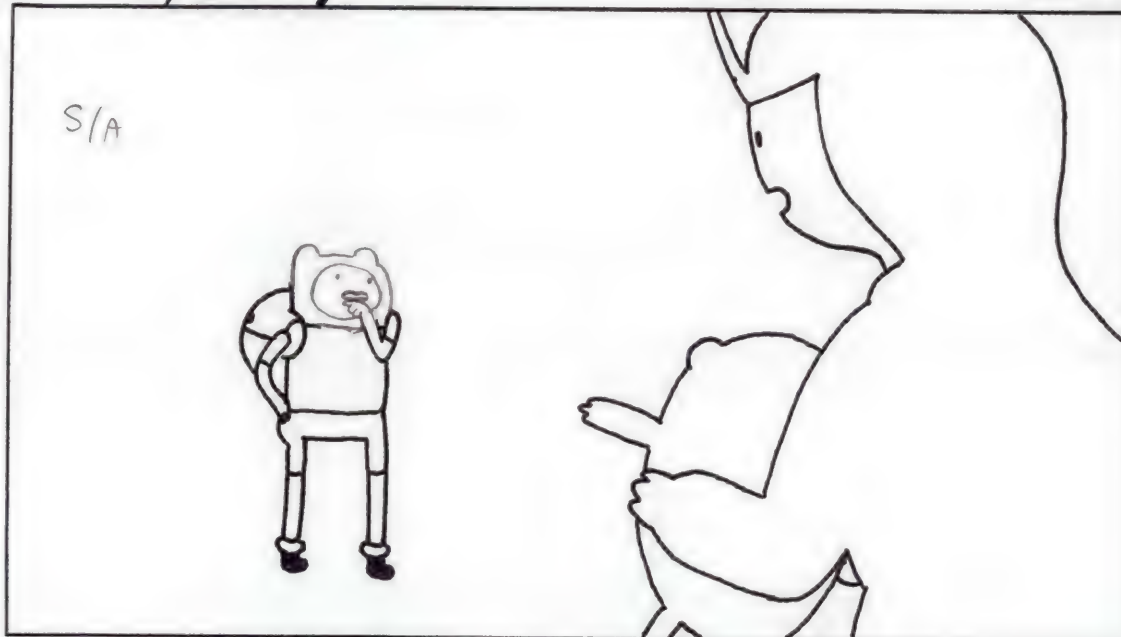
# ADVENTURE TIME



Sc. 37 *cont* Pnl. C

Bg.

day night



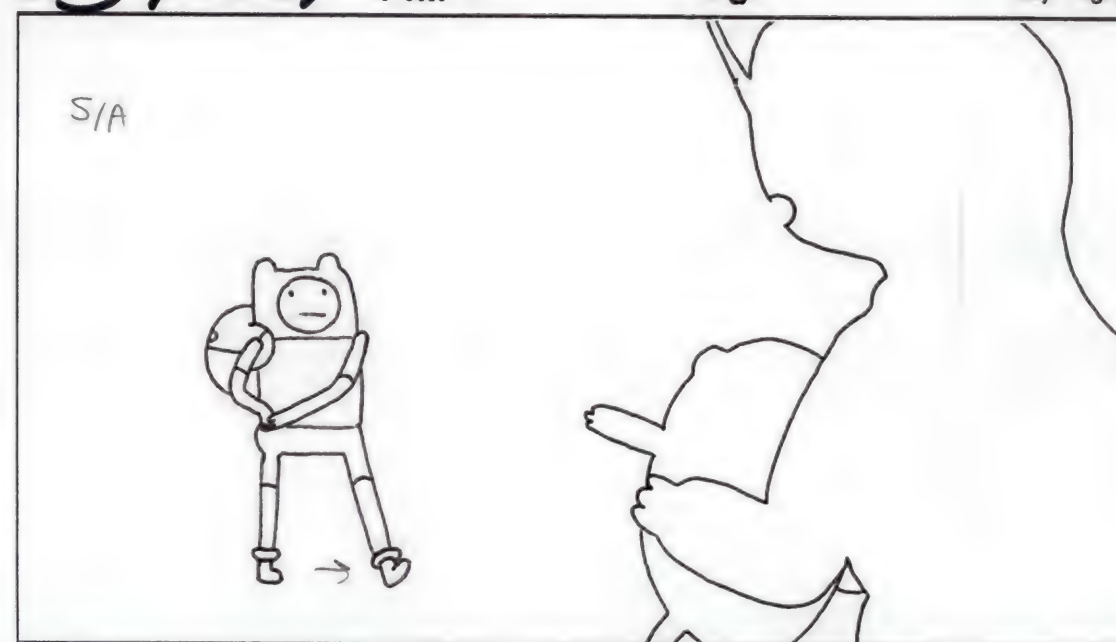
Sc. 37 *cont* Pnl. D

Bg.

Page

62

NO PG 63  
day night



Dialog: F: IS SHE LIKE A LIL' CINNAMON  
BUN CLONE?

PB: I GREW HER FROM old CB  
experiments, SO MAYBE MORE  
LIKE A 3RD COUSIN?

Action:

NOV 12 2015

Timing:

Production :

EPISODE # 1034-240

1034/240

1034/240



# ADVENTURE TIME

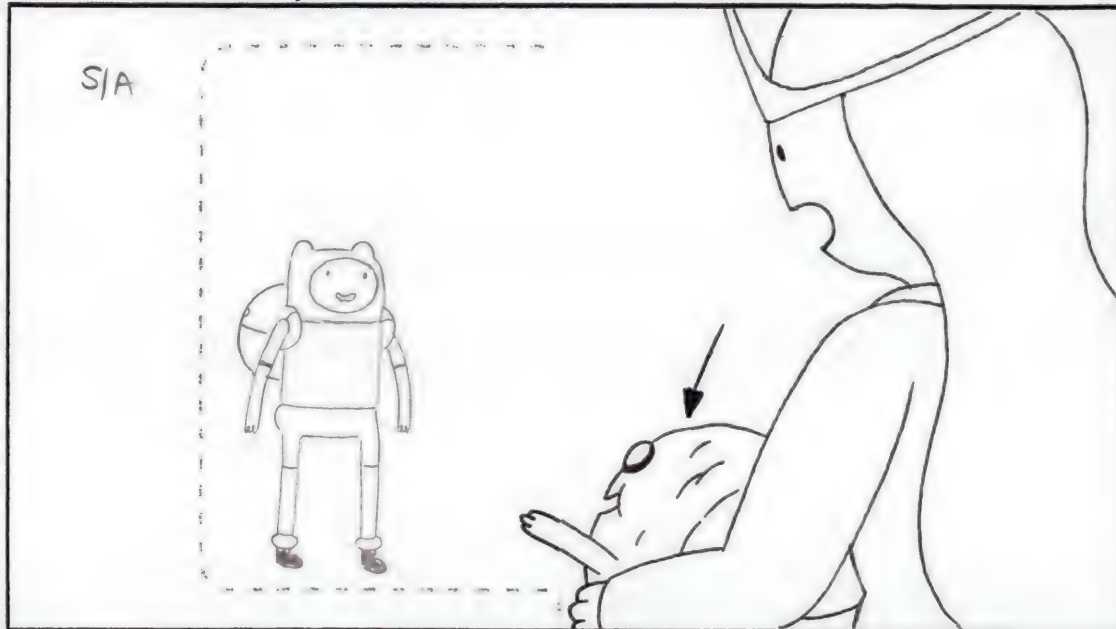


Page 64

Sc. 37 cont Pnl. E

Bg.

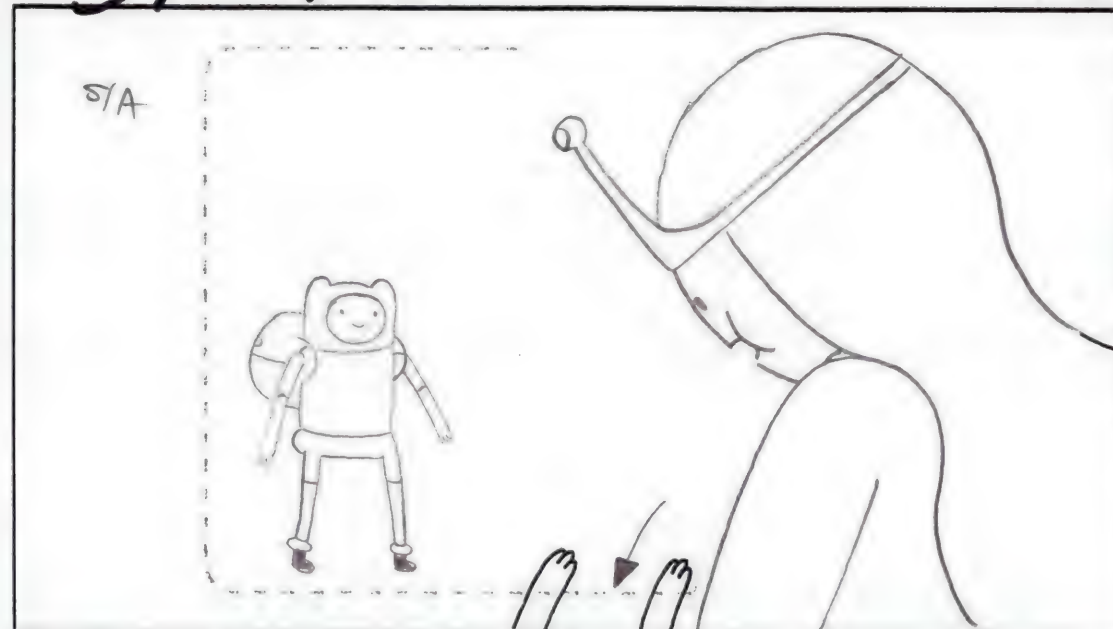
day night



Sc. 37 cont Pnl. F

Bg.

day night



Dialog:

PB: FINN, YOUR MISSION IS TO  
TAKE BUN BUN TO THE  
FIRE KINGDOM.

Action:

- PB SETS DOWN BUN BUN.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

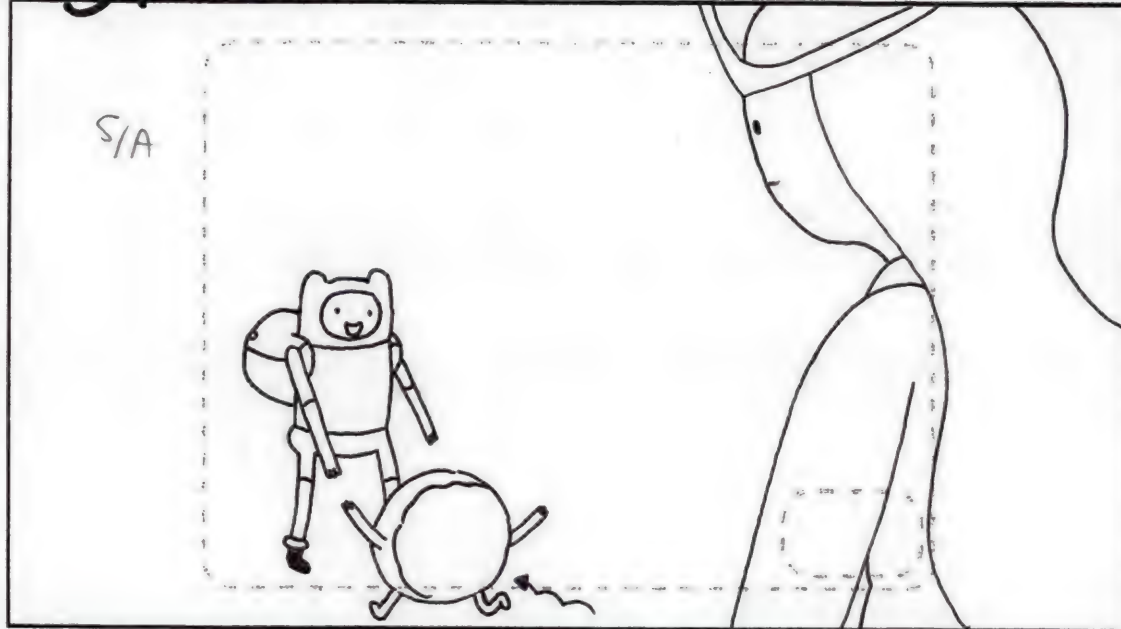
1034/240

# ADVENTURE TIME

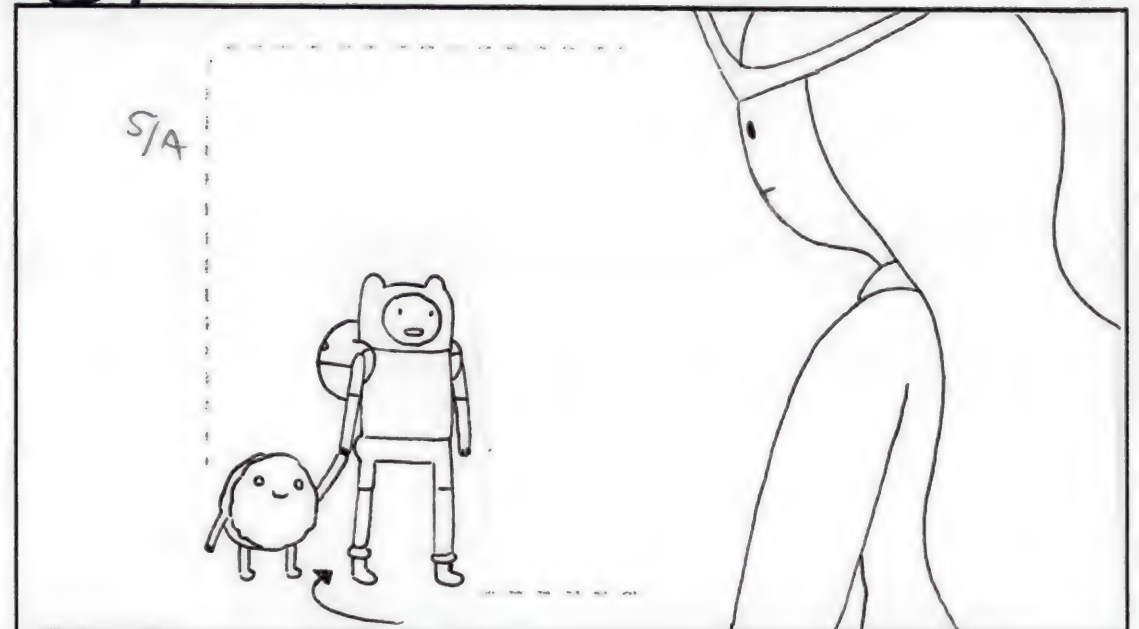


Page 65

Sc. 37 cont Pnl. G Bg. day night



Sc. 37 cont Pnl. H Bg. day night

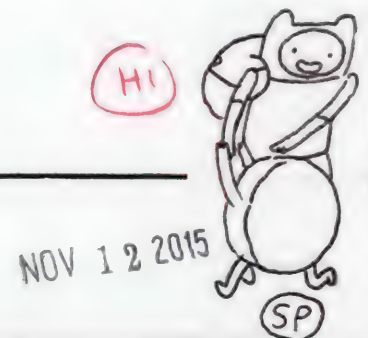


Dialog: BB: YAY!

Action: -BUN BUN RUNS OVER TO FINN.

-FINN + BB HOLD HANDS.

Timing:



1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240

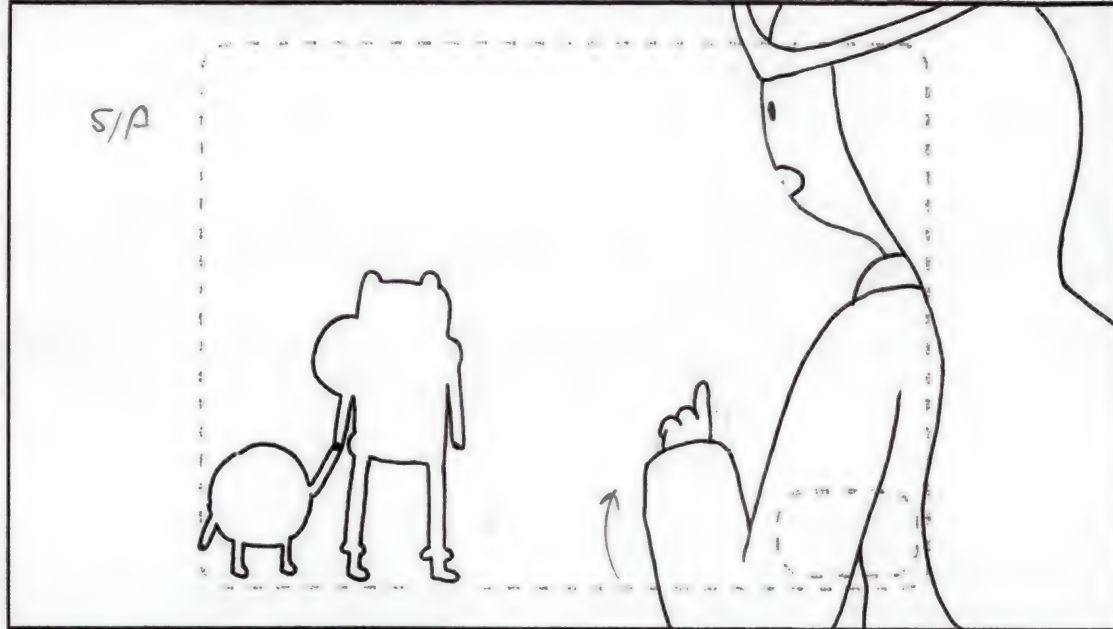


# ADVENTURE TIME



Page 66

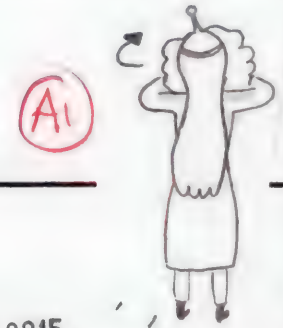
Sc. 37 *cont* Pnl. I Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	<u>PB</u> : I made you a new fire suit.
Action:	-PB TURNS AROUND AND GRABS SUIT OFF SHELF
Timing:	NOV 12 2015



EPISODE #

Production :

1034/240

1034/240

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1034/240

# ADVENTURE TIME

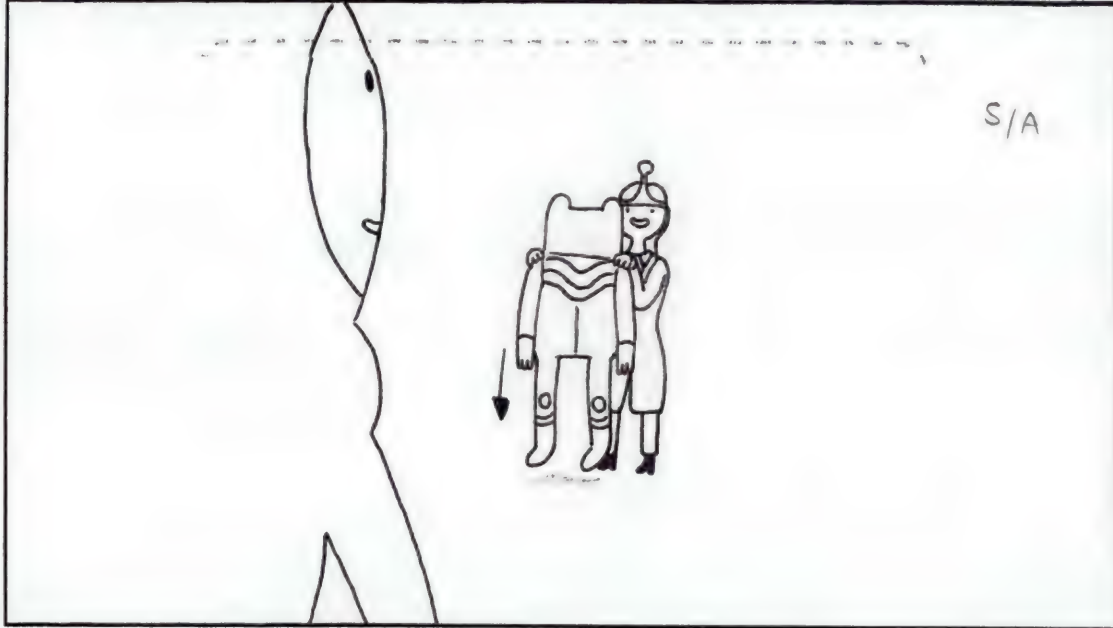


Sc. **38 cont**

Pnl. **B**

Bg.

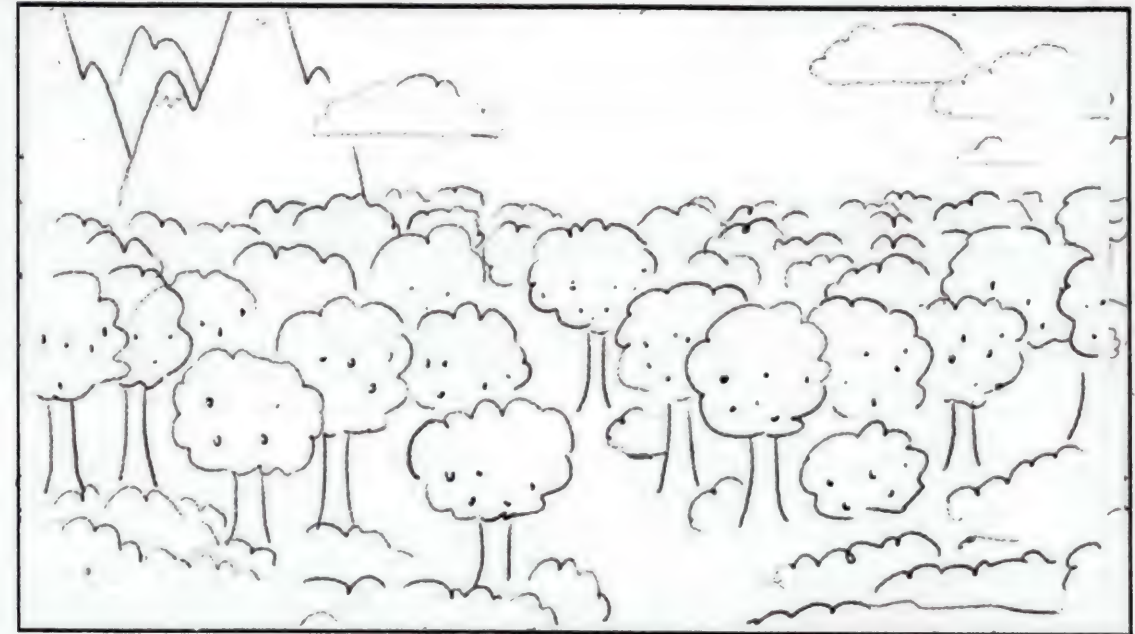
day night



Sc. **38A**

Pnl. **A**

Bg.



Page **67**  
day night **67A NEXT**

Dialog:

PB: BUN BUN DOESN'T NEED ONE  
SINCE I ENGINEERED HER  
TO BE FIRE PROOF.



Action:

Timing:

NOV 12 2015

EPISODE # 1034-24C

1034/240

Production :

1034/240

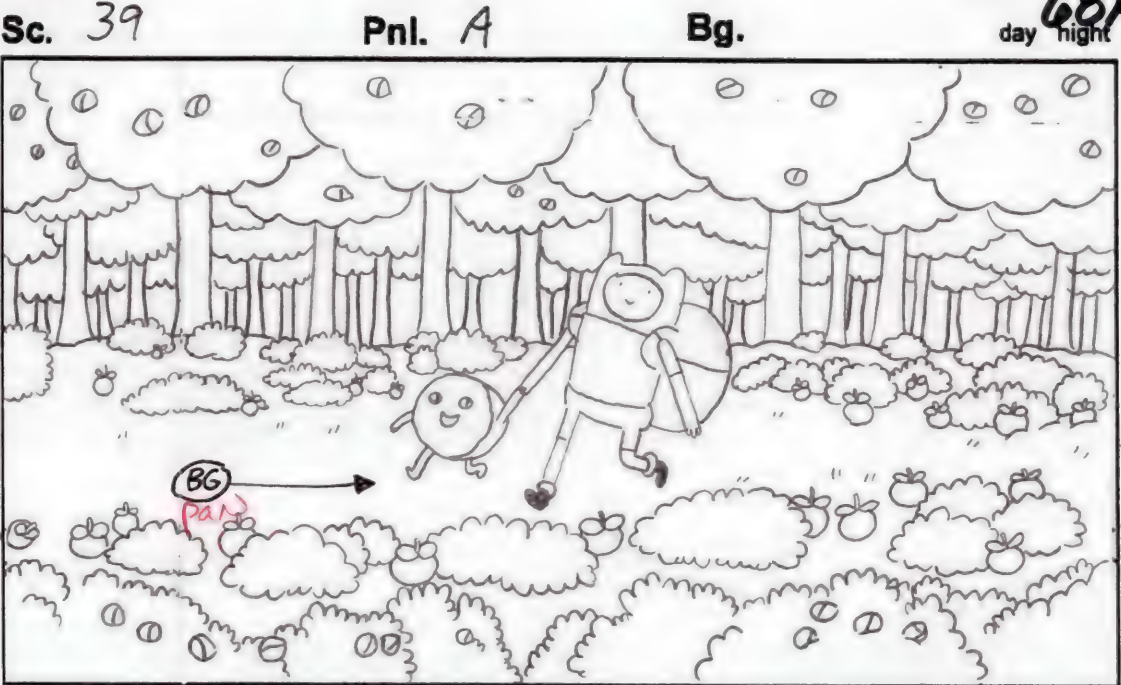


ADVENTURE TIME



Page **67A**  
**68 NEXT**  
day night

Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production :

1034/240

1034/240

# ADVENTURE TIME

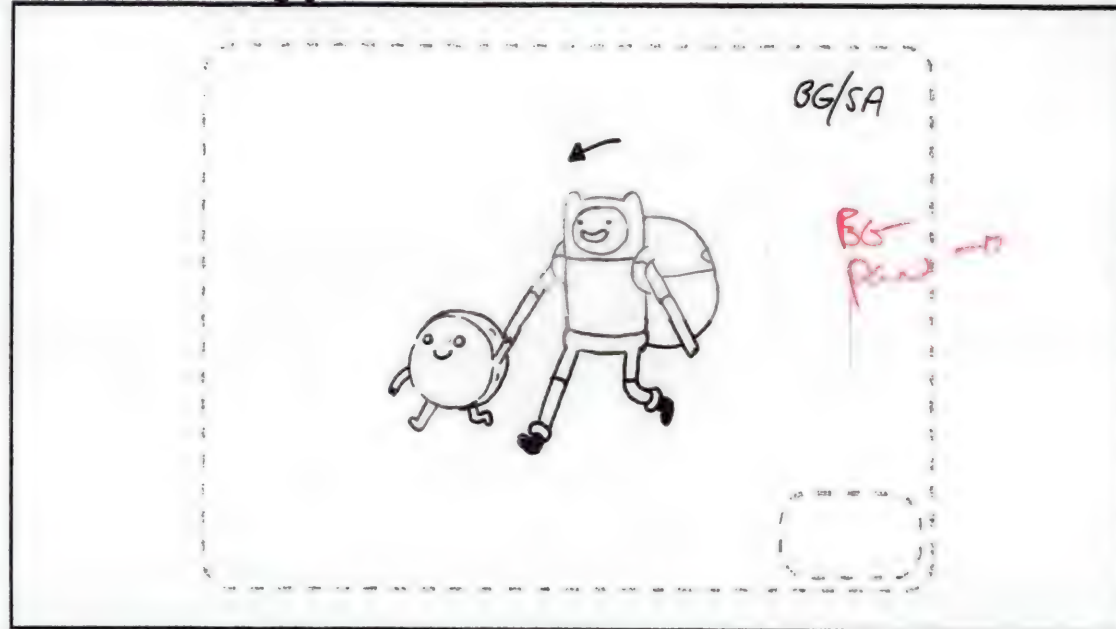


Page **68**

Sc. **39 CONT** Pnl. **B**

Bg.

day night

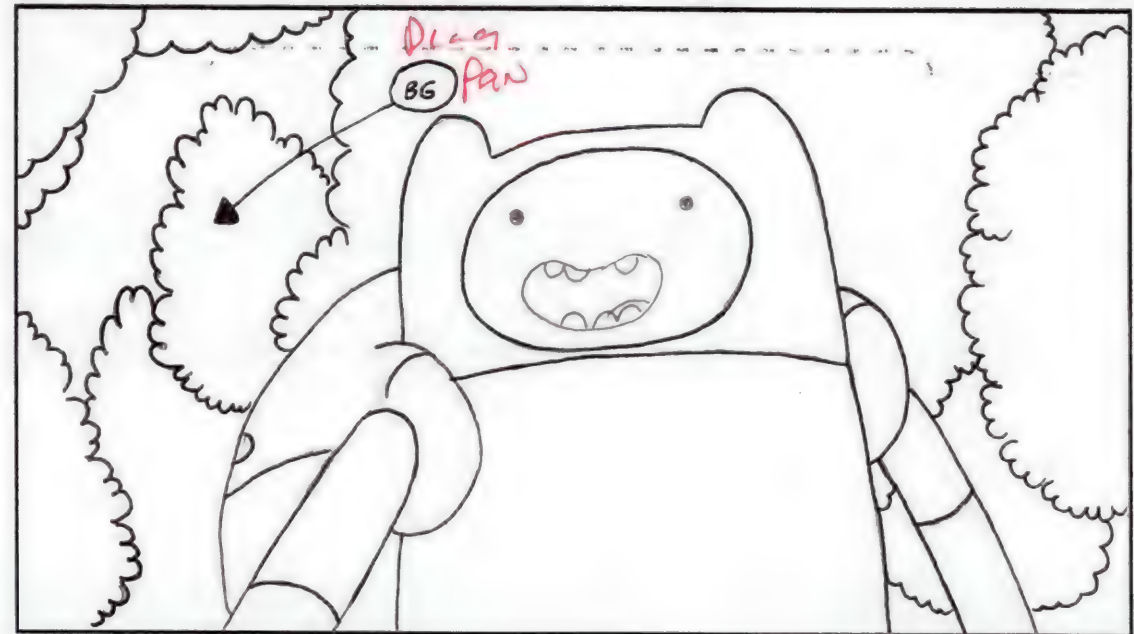


Sc. **40**

Pnl. **A**

Bg.

day night



Dialog:

F: S O O O O ,

F:

HOW DOES IT FEEL TO  
BE ALIVE ?

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

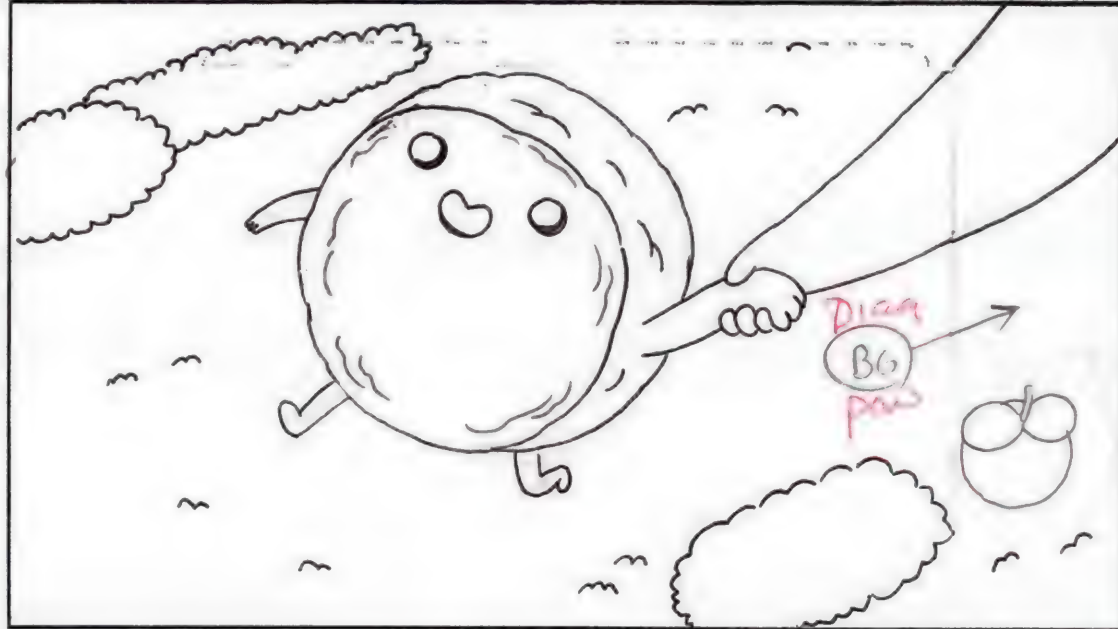


# ADVENTURE TIME

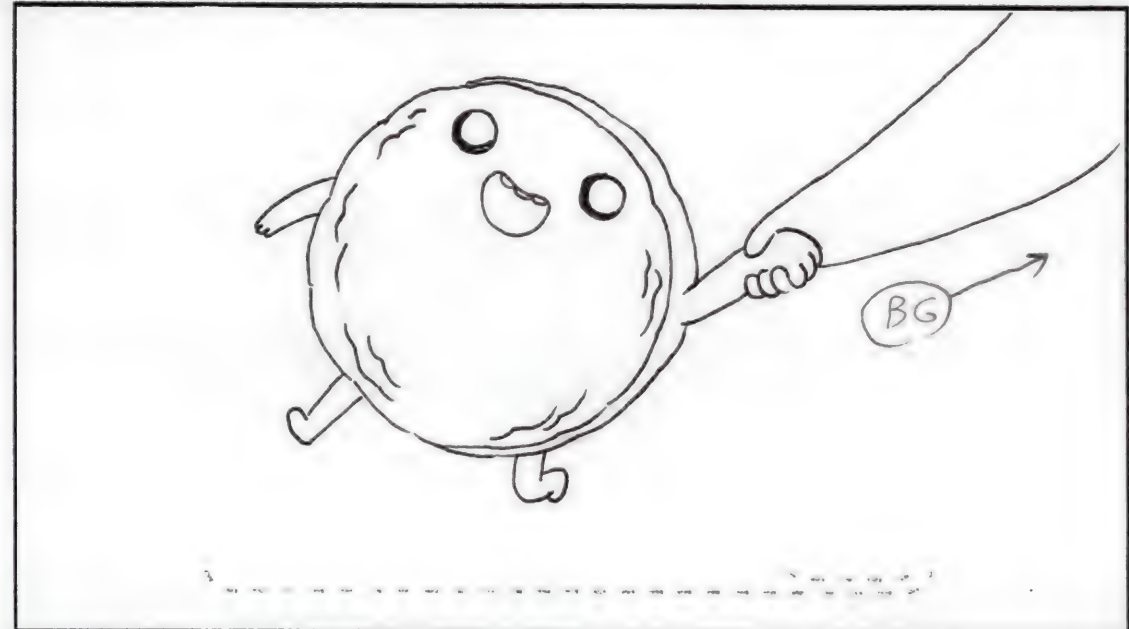


Page **69**

Sc. **41** Pnl. **A** Bg. day night



Sc. **41 cont** Pnl. **B** Bg. day night



Dialog: BB: Umm, IT FEELS GOOD I THINK.

Action:

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

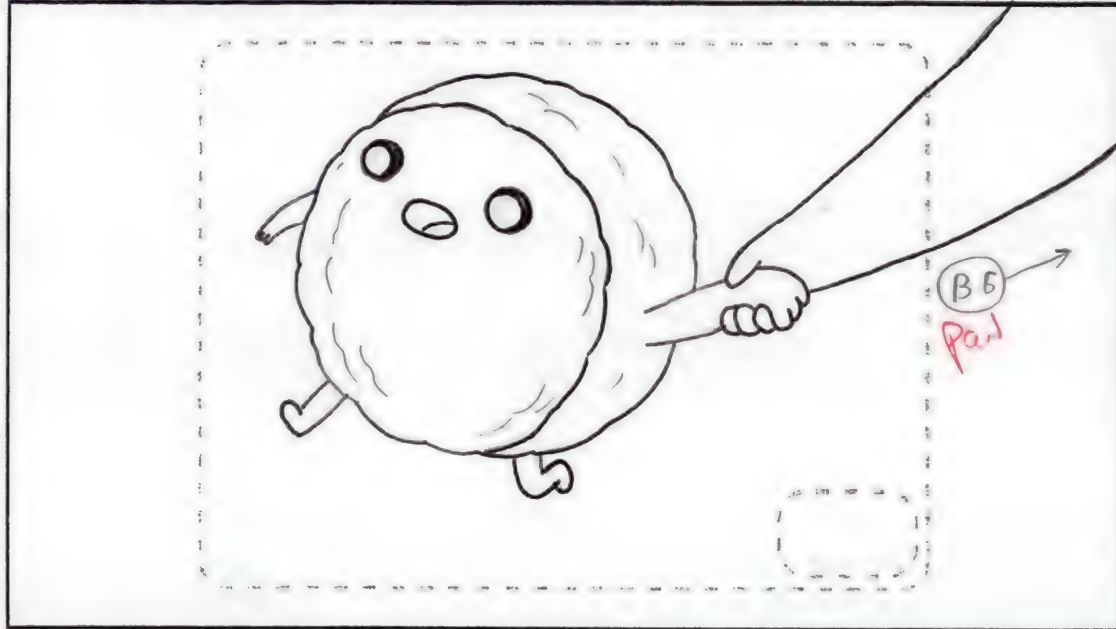
1034/240

# ADVENTURE TIME

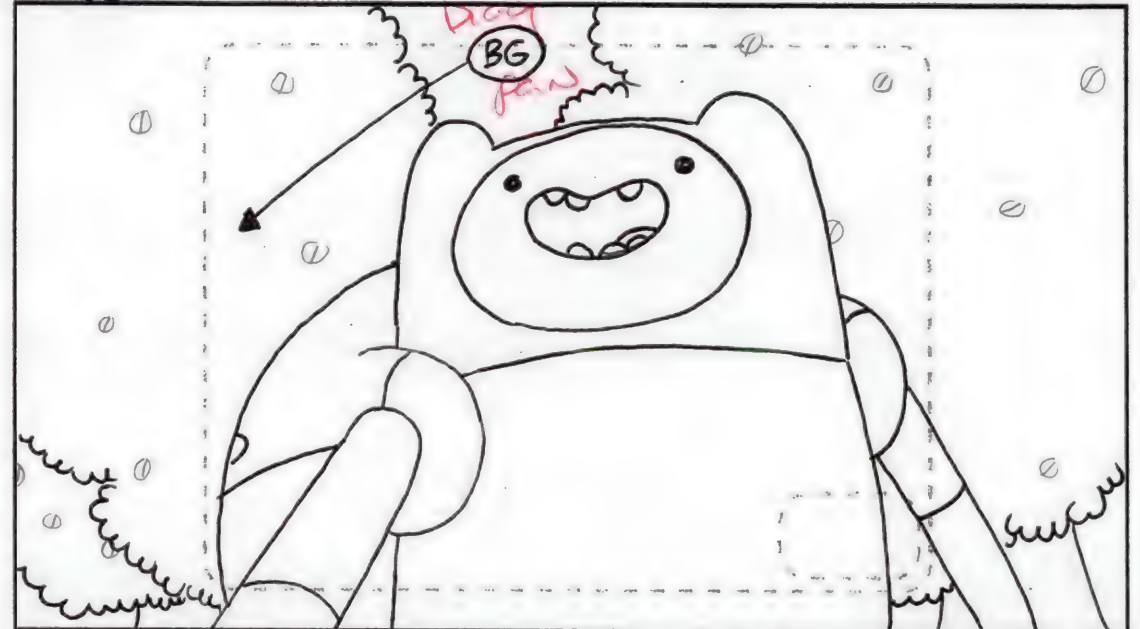


Page **70**

Sc. **41 cont** Pnl. **C** Bg. day night



Sc. **42** Pnl. **A** Bg. day night



Dialog:	<u>BB</u> : WHAT'S THE OPPOSITE OF GOOD.	<u>F</u> : BAD.
Action:		
Timing:		

NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

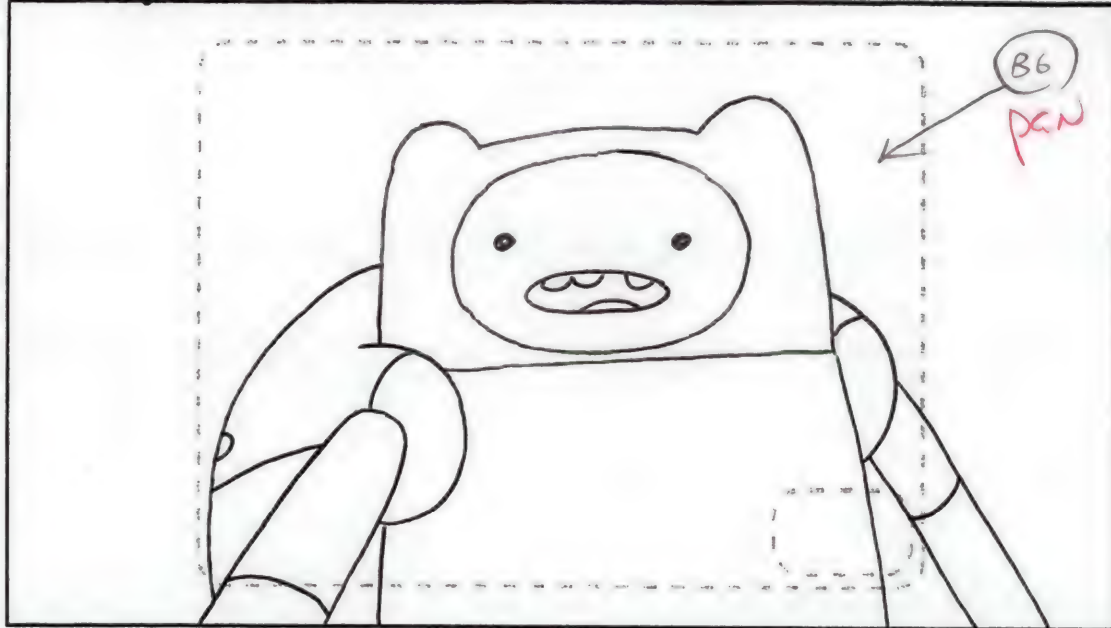


# ADVENTURE TIME

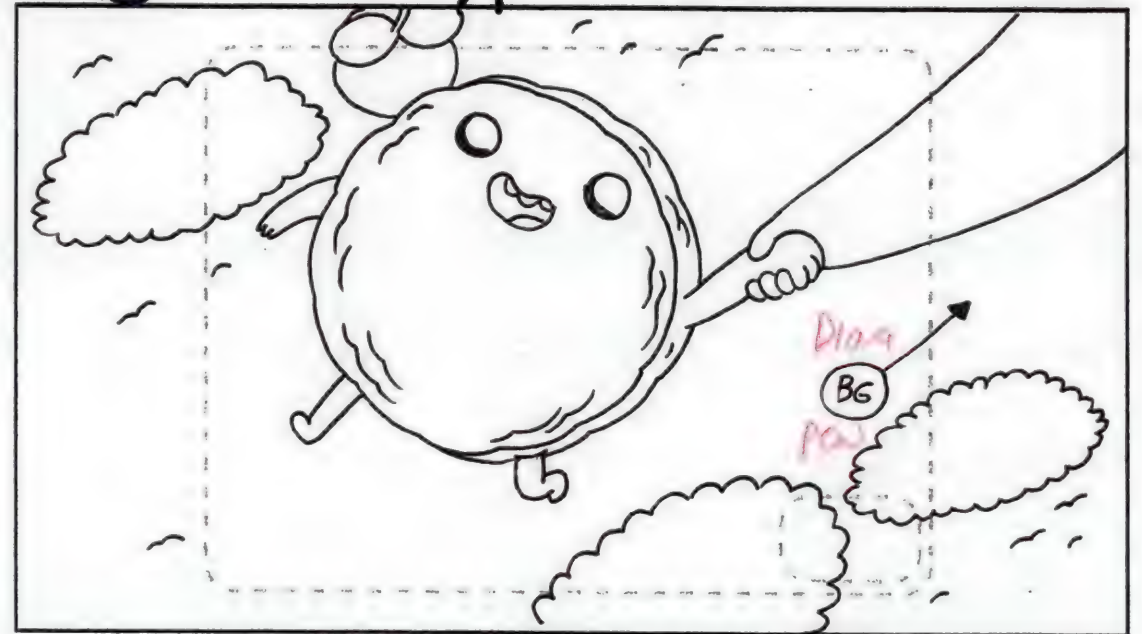


Page 71

Sc. 42 cont Pnl. B Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog: F: THAT'S FUNNY THAT YOU DON'T  
KNOW THAT WORD, BUT YOU  
KNOW THE WORD 'OPPOSITE'

BB: HAHA...

(O.S.) FINN'S STOMACH GRUMBLES

Action:

NOV 12 2015

Timing:

1034-240

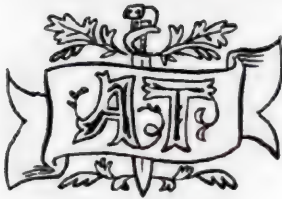
EPISODE #

1034/240

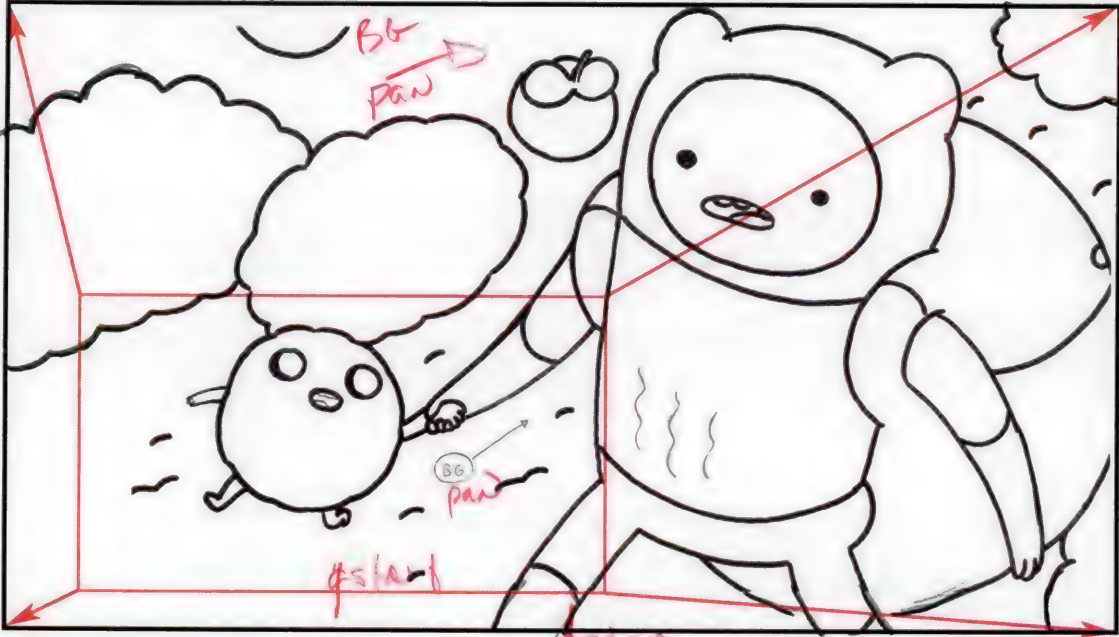
Production :

1034/240

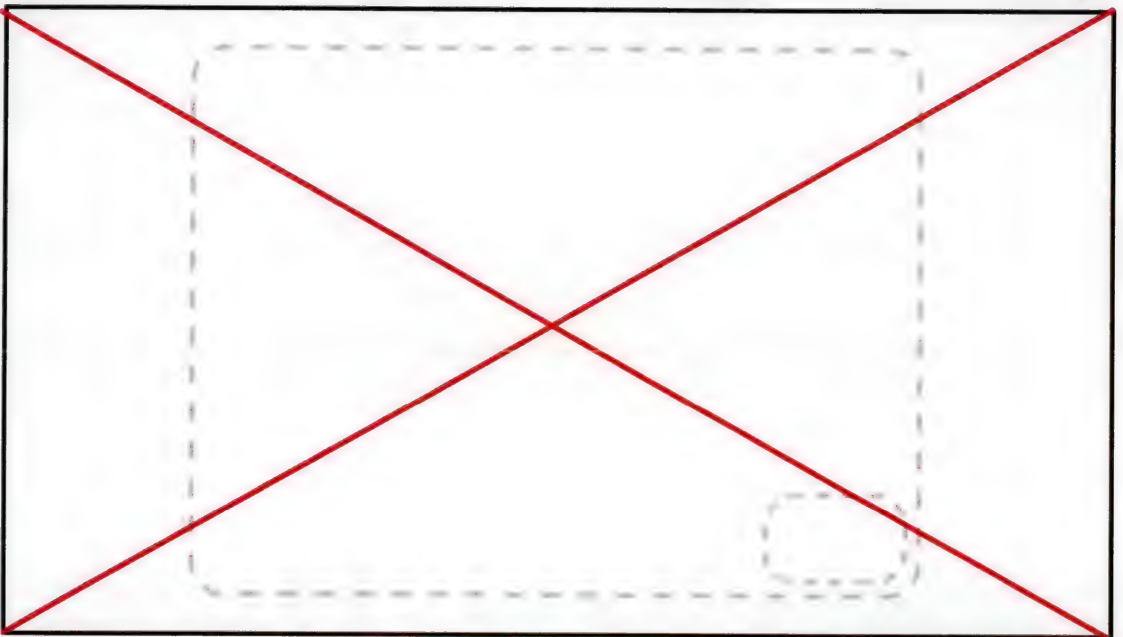
ADVENTURE TIME



Sc. 43 *const* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: *Drag*  
- TRUCK OUT TO INCLUDE FINN

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:



# ADVENTURE TIME

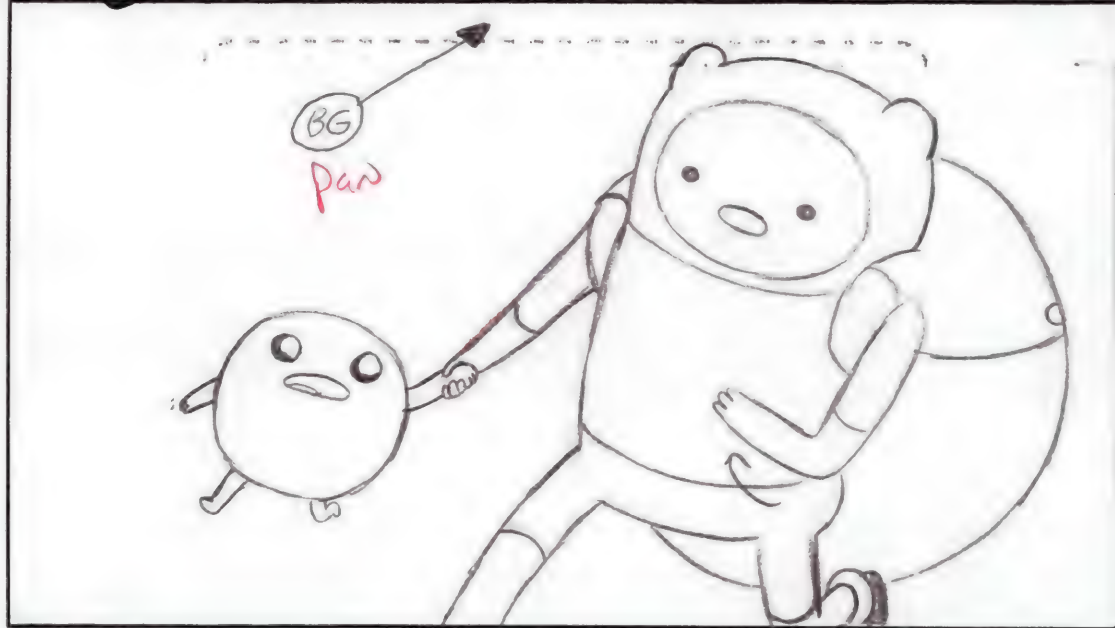


Page 73

Sc. 43 cont Pnl. C

Bg.

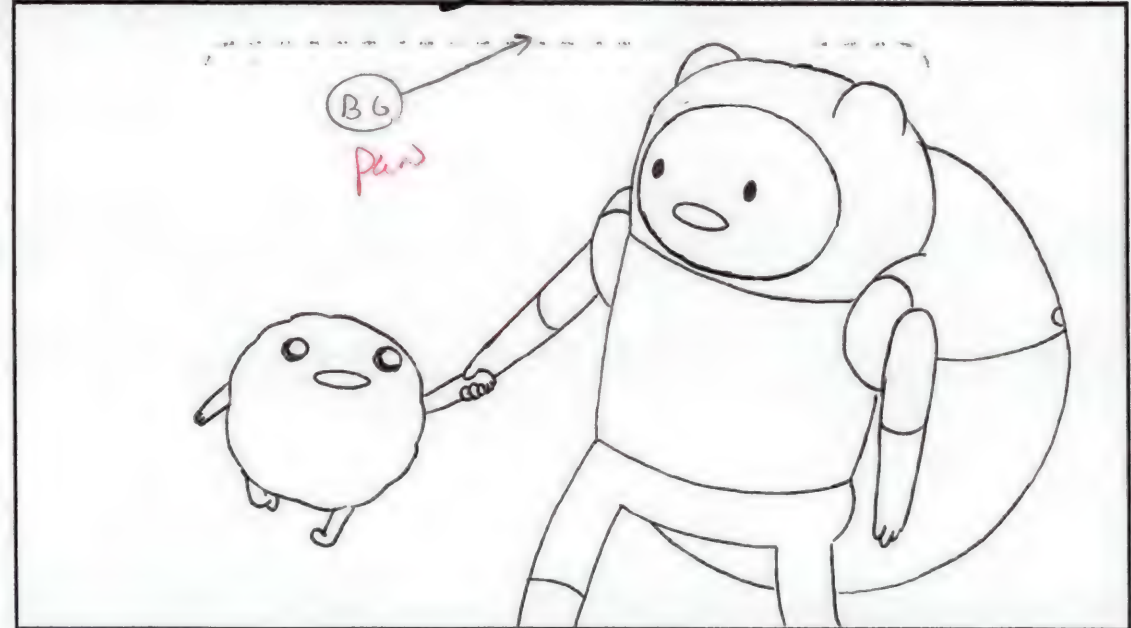
day night



Sc. 43 cont Pnl. D

Bg.

day night



Dialog:

BB: WHAT WAS THAT?

F: Hmm. I MUST BE HUNGRY.

Action:

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

# ADVENTURE TIME



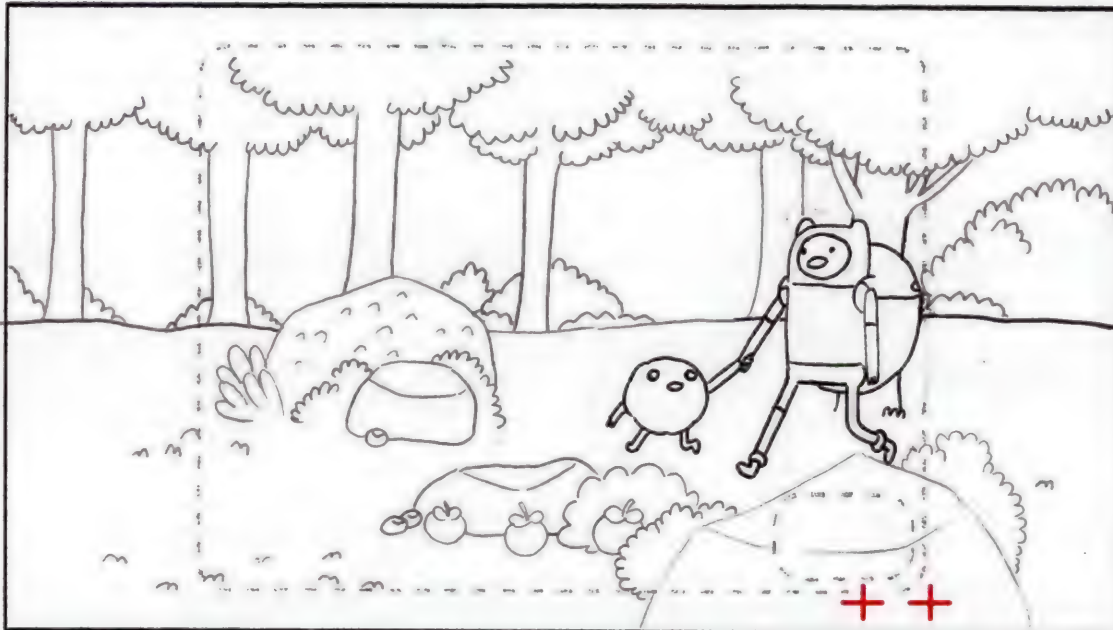
Page 74

Sc. 44

Pnl. A

Bg.

day night

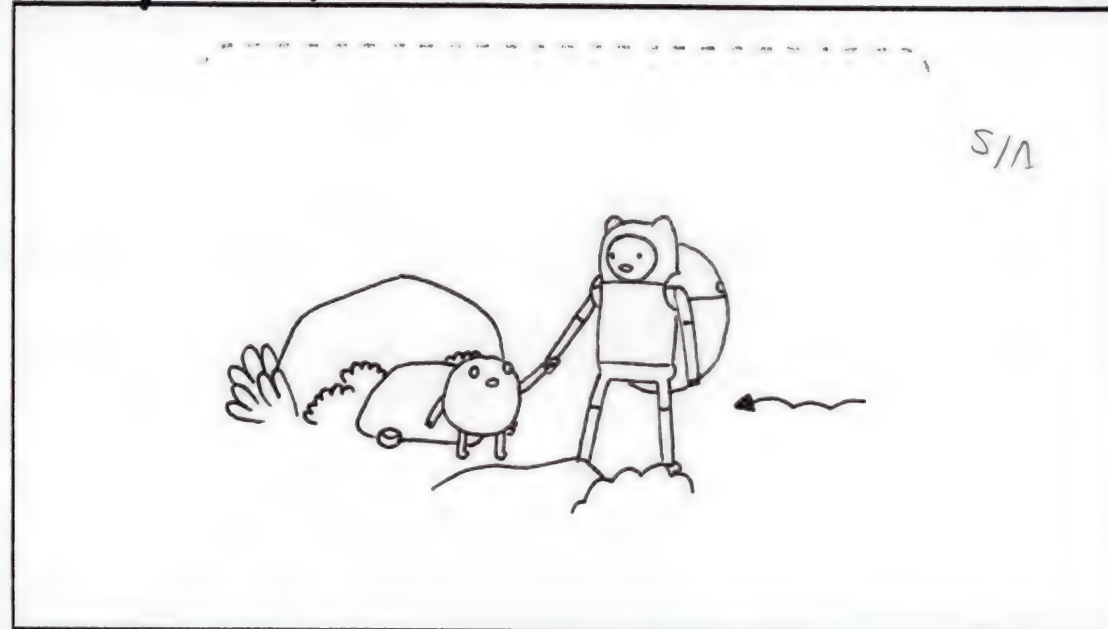


Sc. 44 cont

Pnl. B

Bg.

day night



Dialog:

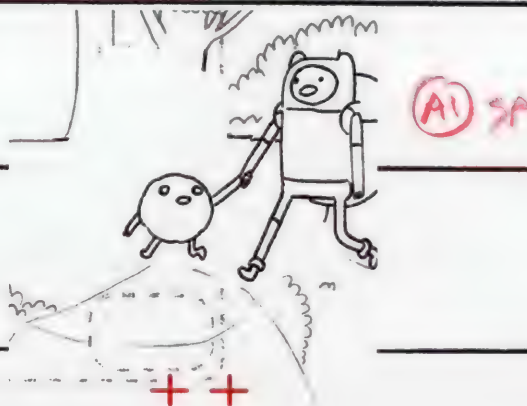
BB: HUN-GRY?

Action:

- FINN + BB STOP WALKING

NOV 12 2015

Timing:



1034-240

EPISODE #

1034/240

Production :

1034/240

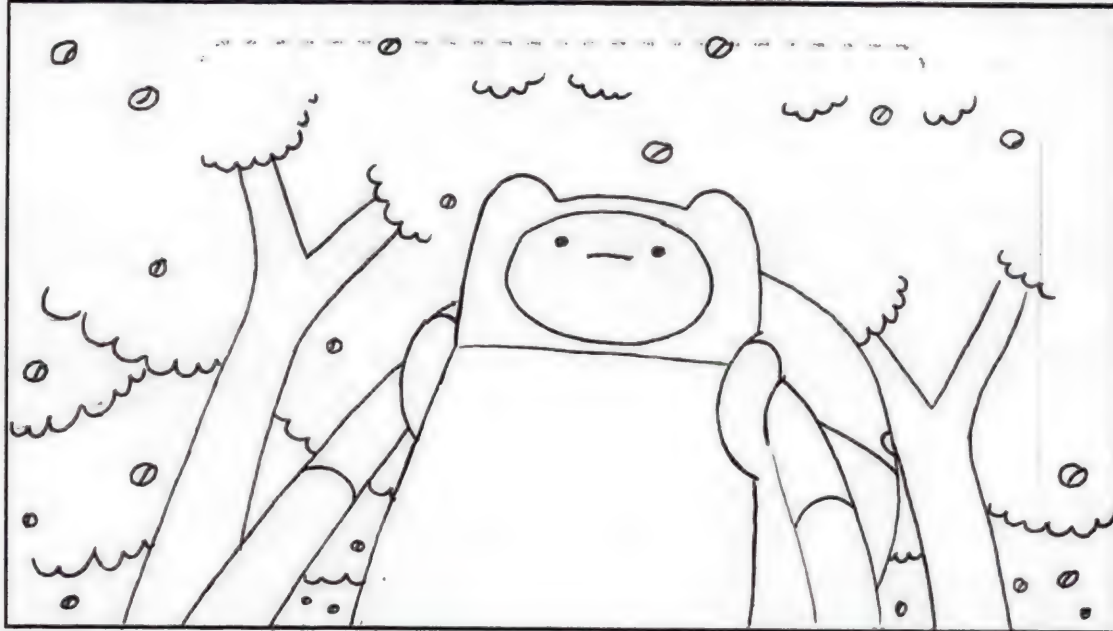


# ADVENTURE TIME

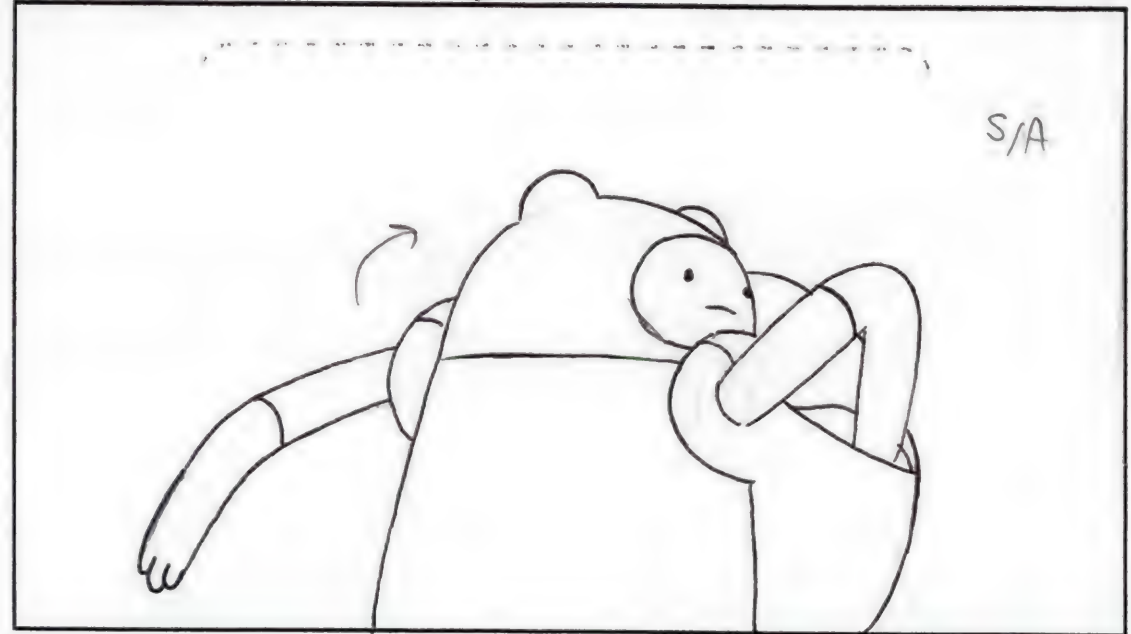


Page **75**

Sc. **45** Pnl. **A** Bg. day night



Sc. **45 cont** Pnl. **B** Bg. day night



Dialog:	
F: TRAIL MIX WILL FIX THIS GRUMBLING.	
Action:	-F. REACHES INTO PACK.
S.P.	
Timing:	NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

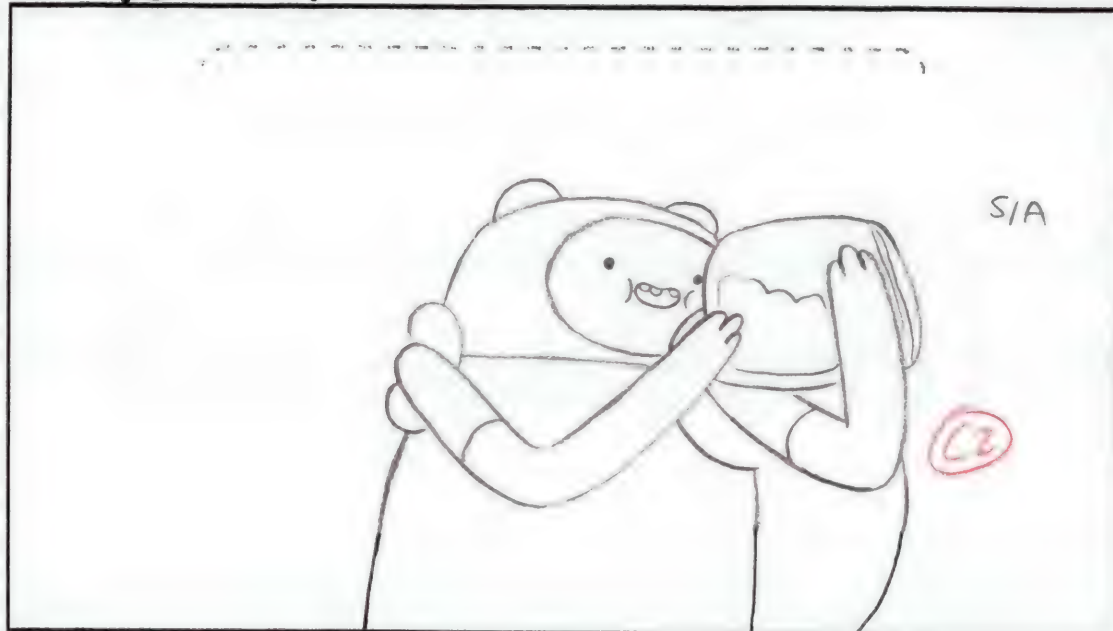
# ADVENTURE TIME



Sc. **45 cont** Pnl. **C**

Bg.

day night



Sc. **45 cont** Pnl. **D**

Bg.

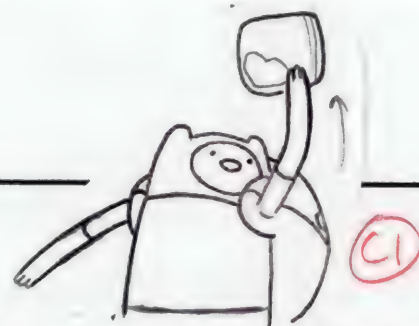
day night



Dialog:

Action:

Timing:



- F. PULLS OUT BAG  
OF TRAIL MIX

NOV 12 2015

(D1)



1034-240

EPISODE #

1034/240

Production :

1034/240



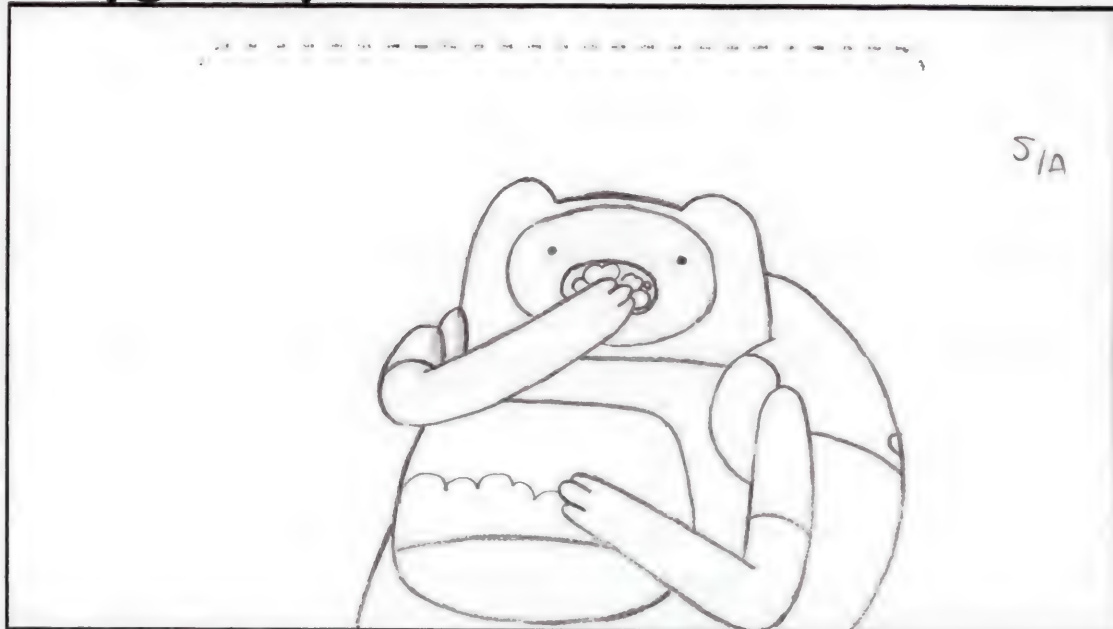
# ADVENTURE TIME



Sc. **45 CONT** Pnl. **E**

Bg.

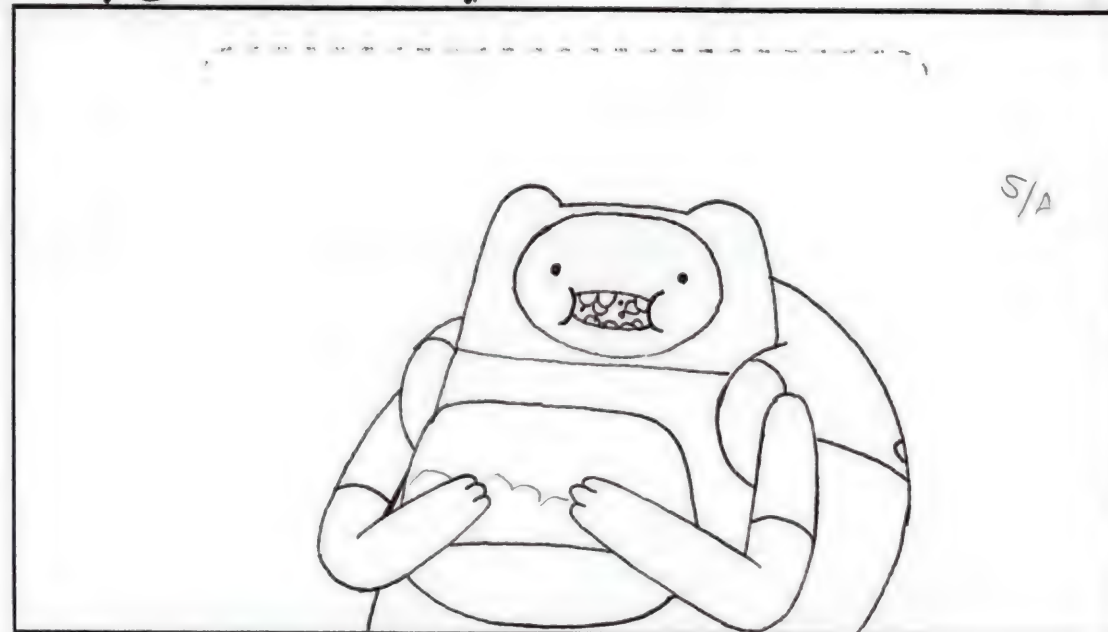
day night



Sc. **45 CONT** Pnl. **F**

Bg.

day night



Dialog:

FINN: [MUNCHING]

Action:

- FINN THROWS HANDFUL OF TRAIL MIX INTO MOUTH.

NOV 12 2015

Timing:

1034/240

EPISODE # 1034-240

1034/240

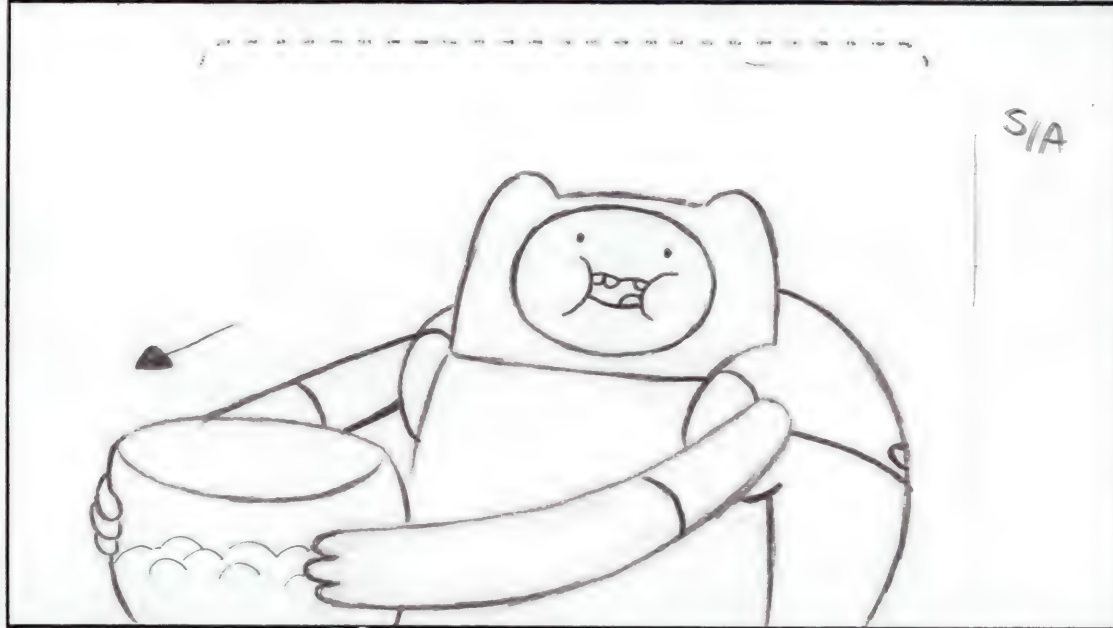
Production :

# ADVENTURE TIME

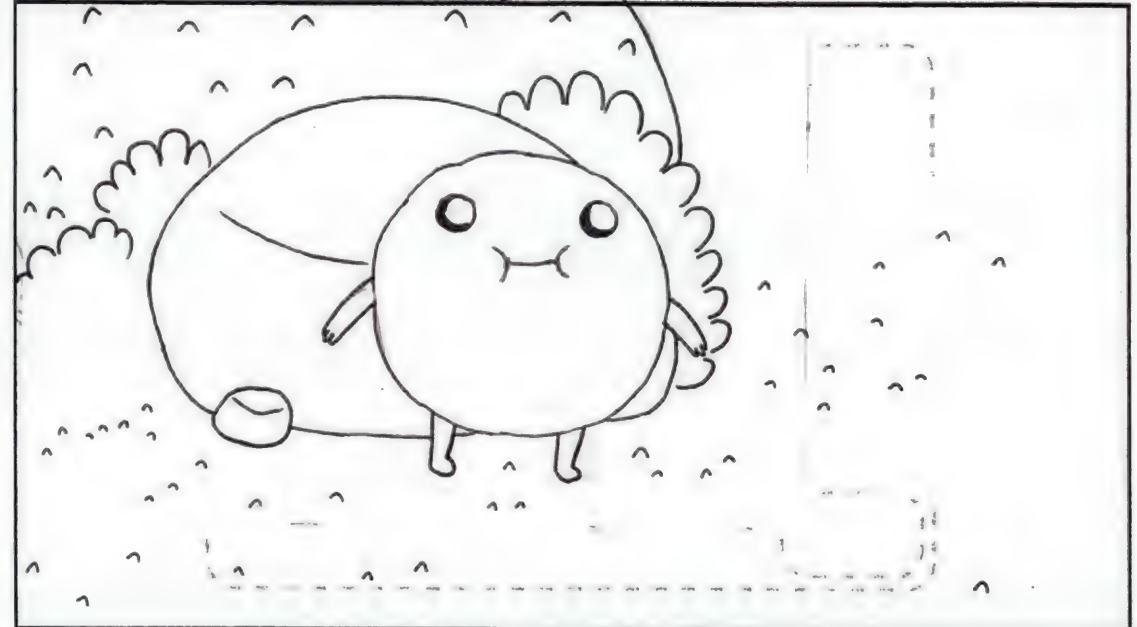


Page 78

Sc. 45 cont Pnl. G Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

F: <sup>(MOUTH FULL)</sup> Here HAVE SOME.

Action:

- FINN OFFERS BAG.

NOV 12 2015

Timing:

1034-240

EPISODE #  
1034/240

Production :

1034/240



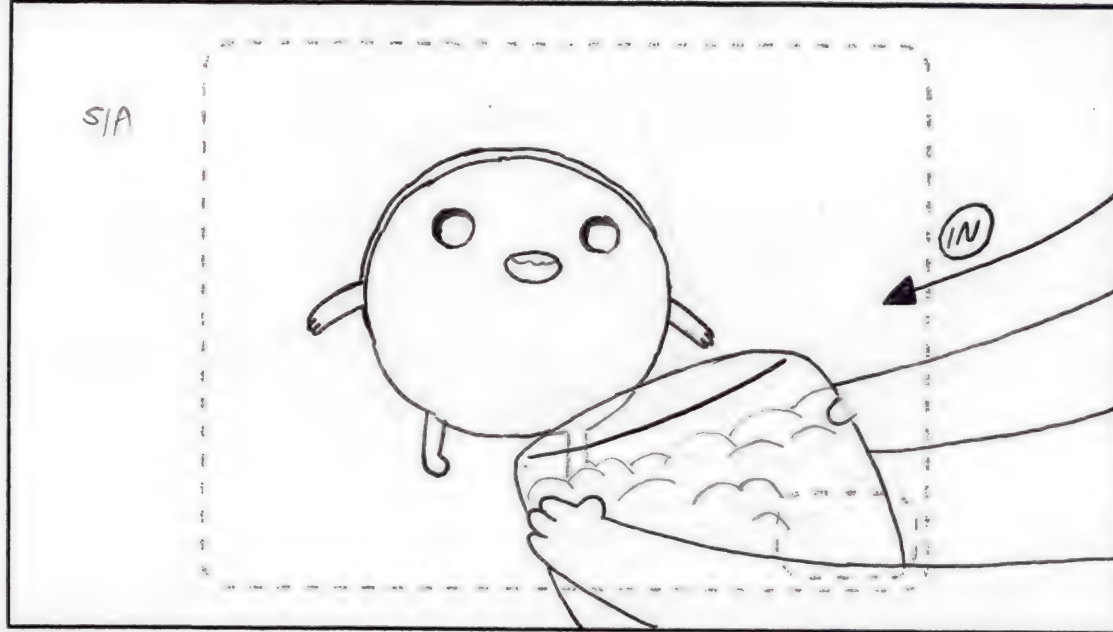
# ADVENTURE TIME



Sc. 46 CONT Pnl. B

Bg.

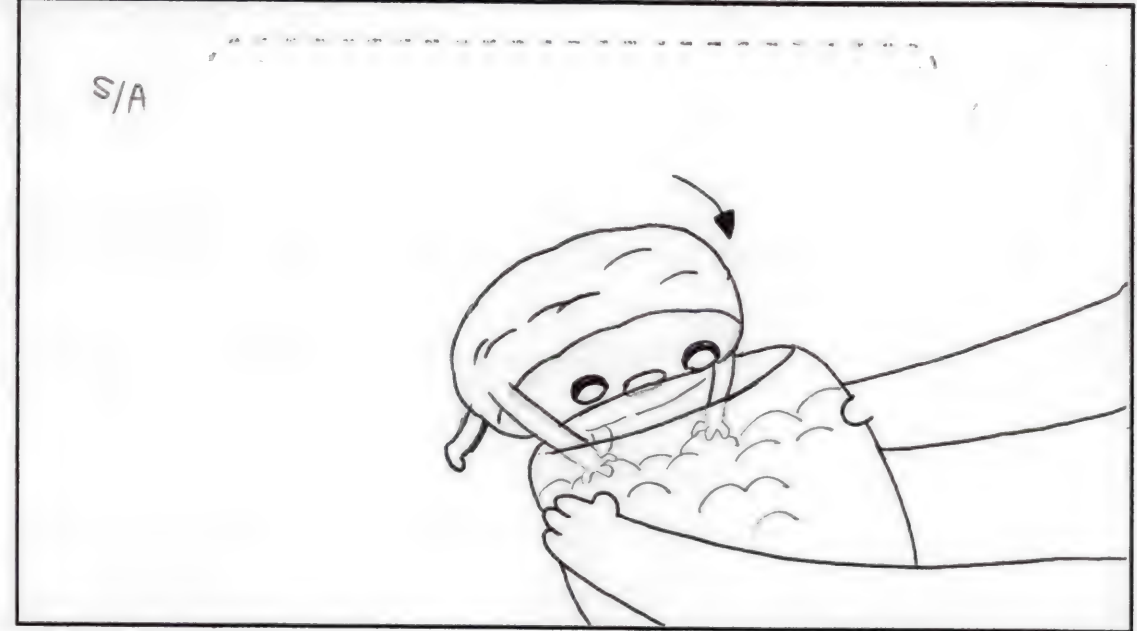
day night



Sc. 46 CONT Pnl. C

Bg.

day night



Dialog:	
Action:	- FINN LOWERS BAG ON/S.
	- BB REACHES INTO BAG. AND GRABS A HANDFUL OF TRAIL MIX.
Timing:	NOV 12 2015

Page 79

EPISODE # 1034-240

1034/240

Production :

1034/240

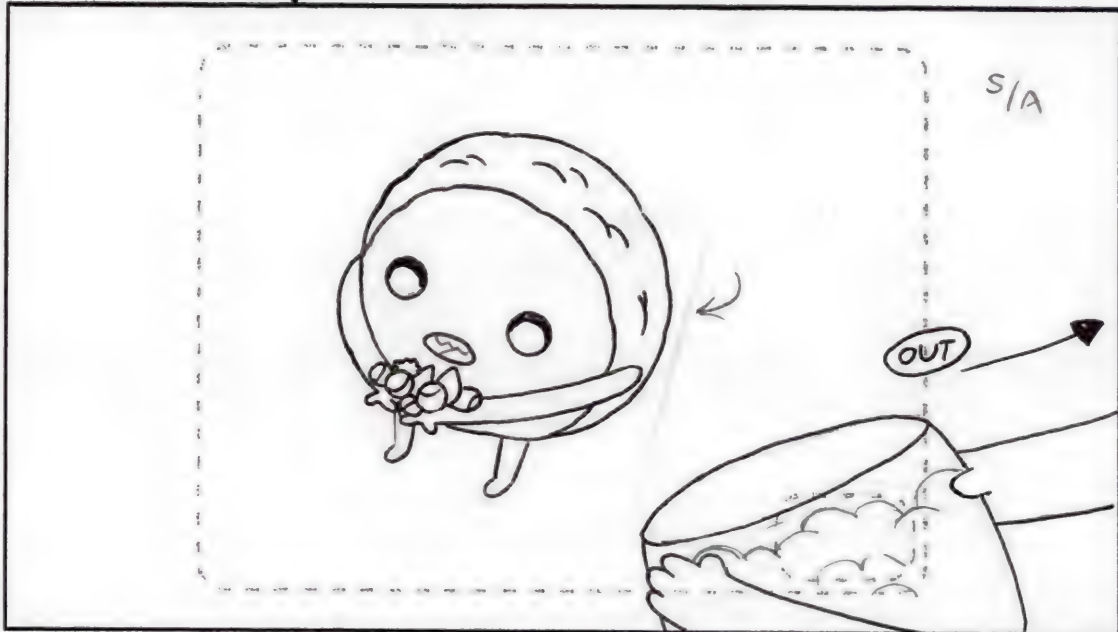
# ADVENTURE TIME



Sc. 46 cont Pnl. D

Bg.

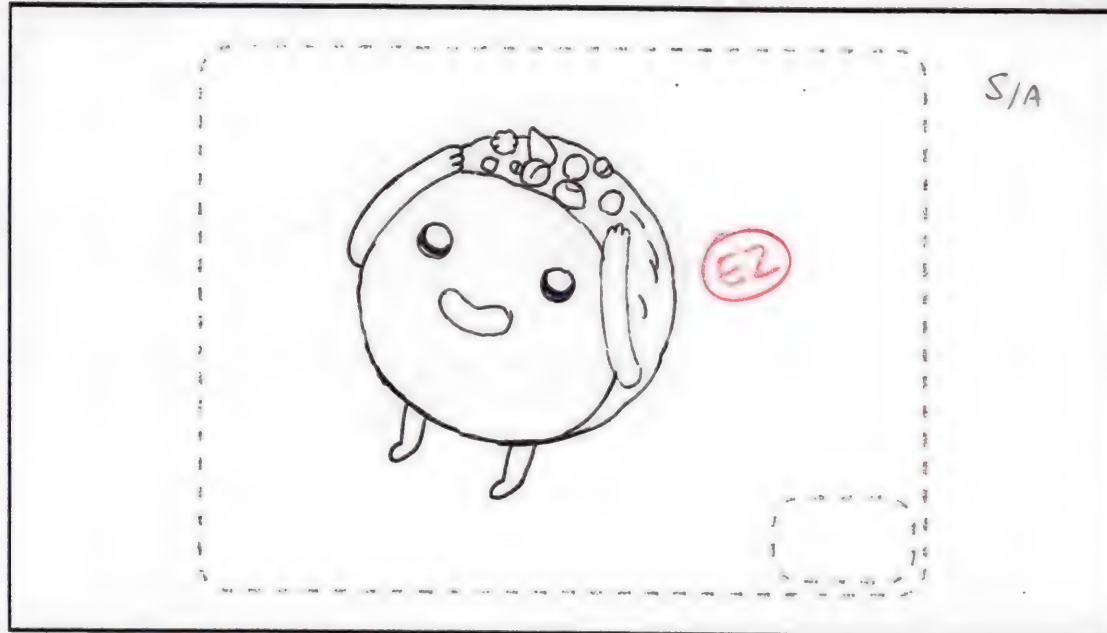
day night



Sc. 46 cont Pnl. E

Bg.

day night



Dialog:

Action:

- FINN WITHDRAWS BAG.

- BB STARES AT TRAIL MIX.

- BB TOSSES TRAIL MIX  
ONTO HER HEAD.

NOV 12 2015

Timing:



Page 80

EPISODE #

Production :

1034-240

1034/240

1034/240

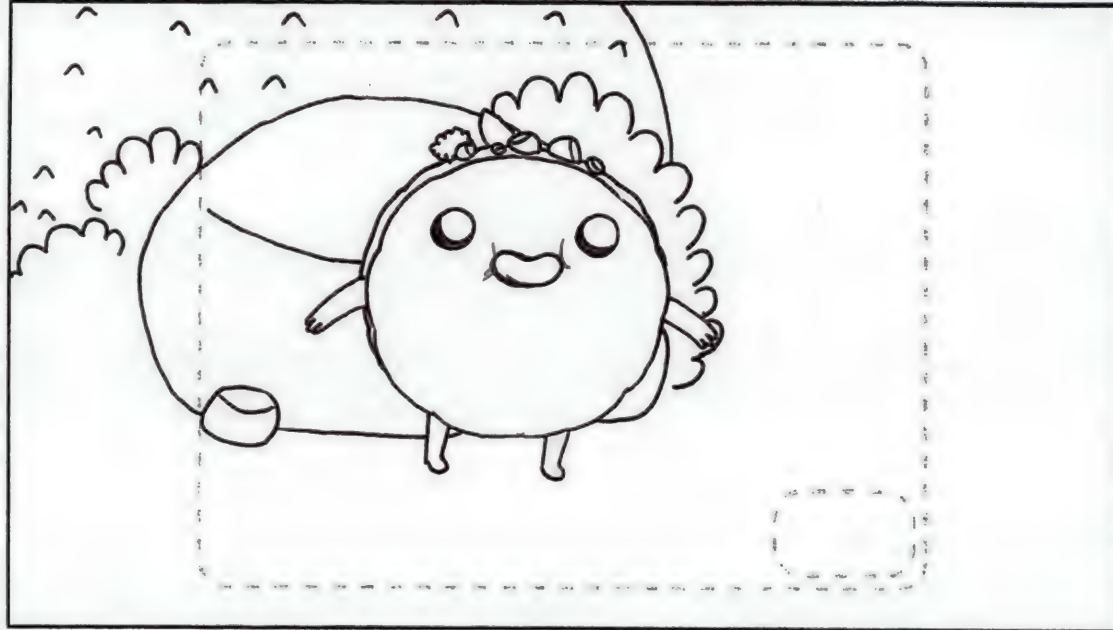


# ADVENTURE TIME

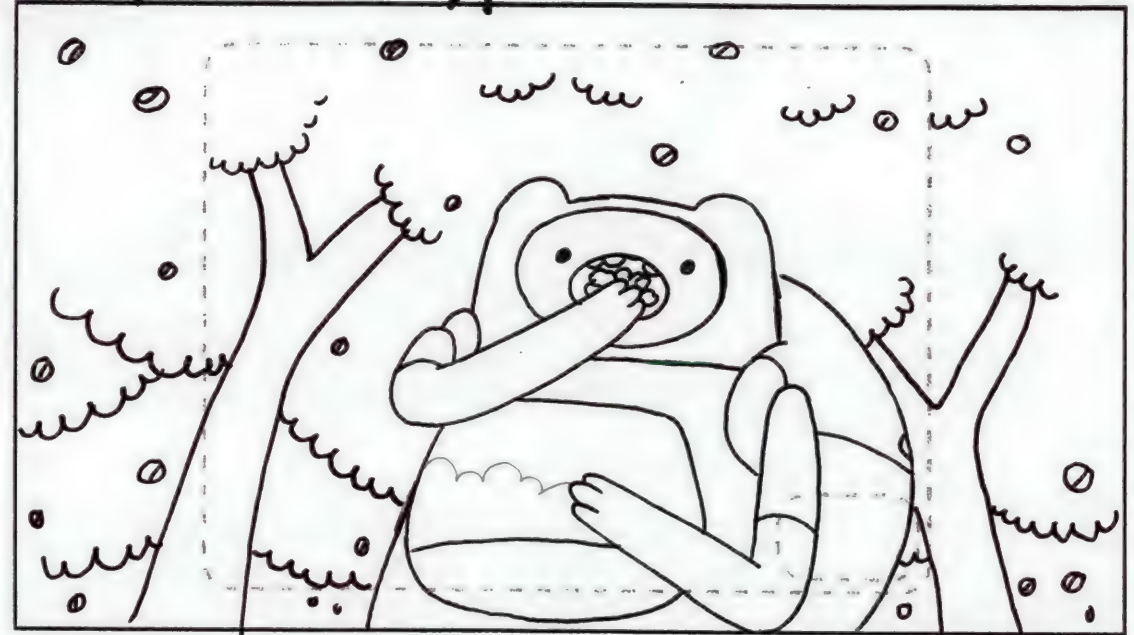


Page 81

Sc. 46 CONT Pnl. F Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:	<u>BB:</u> LIKE THIS?
Action:	- BB TURNS TOWARDS FINN.
Timing:	NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

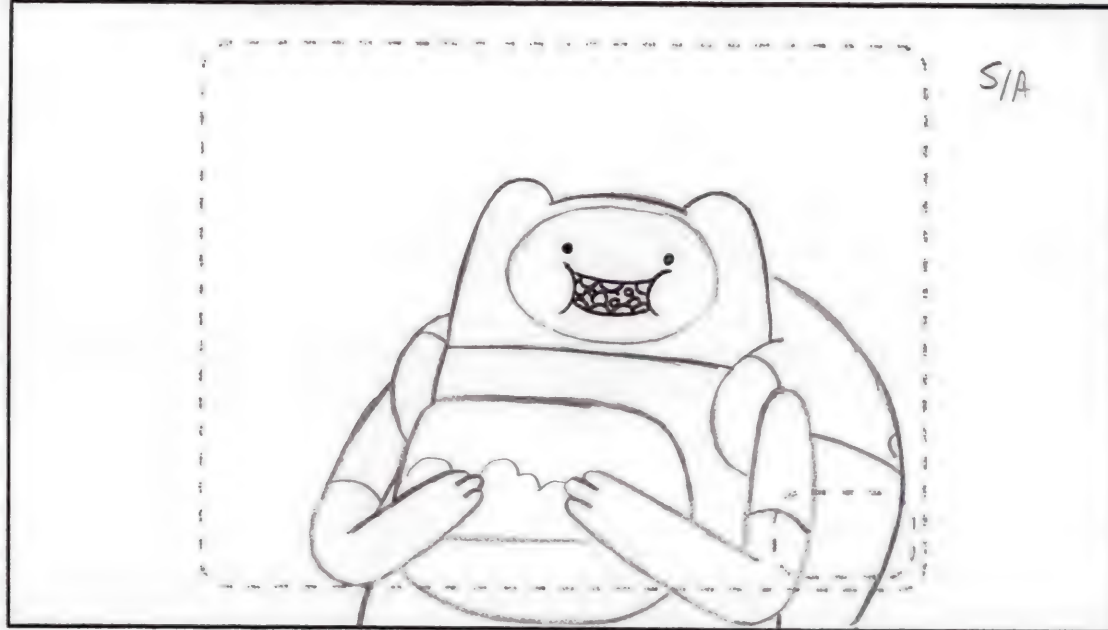
1034/240

# ADVENTURE TIME

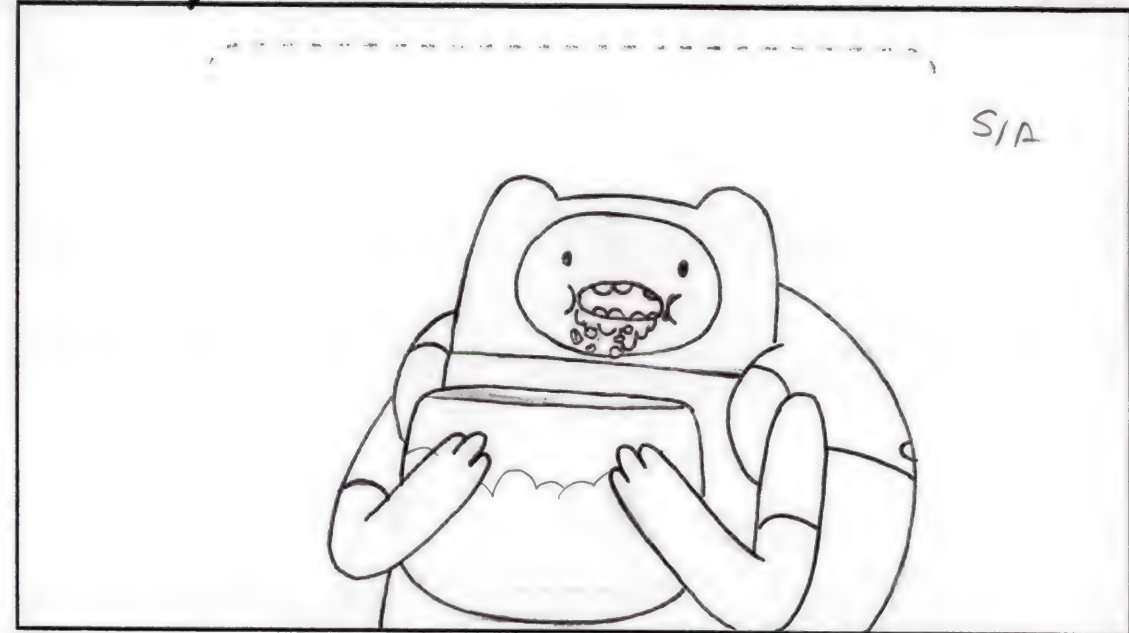


Page 82

Sc. 47 cont Pnl. B Bg. day night



Sc. 47 cont Pnl. C Bg. day night



<p>Dialog: <u>F:</u> HA HA HA YOU'RE FUNNY, BUNBUN. <u>F:</u> AH?..</p>	
<p>Action: -F. REACTS TO SOMETHING OFF/S.</p>	
<p>Timing:</p>	

NOV 12 2015

1034-240

EPISODE #

Production :

1034/240



# ADVENTURE TIME



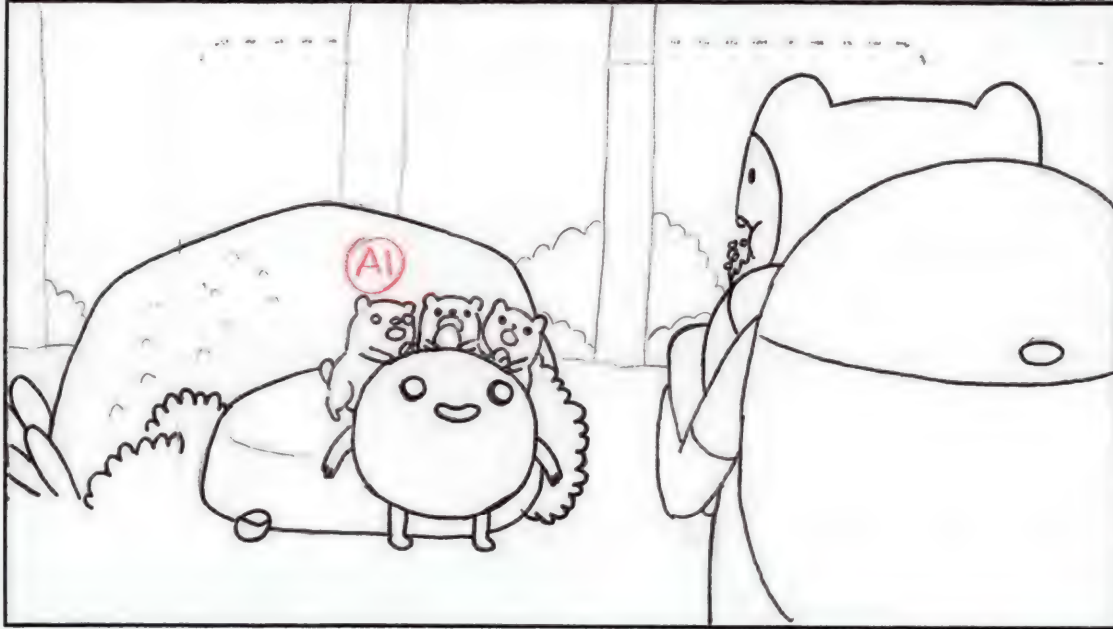
Page **83**

Sc. **48**

Pnl. **A**

Bg.

day night

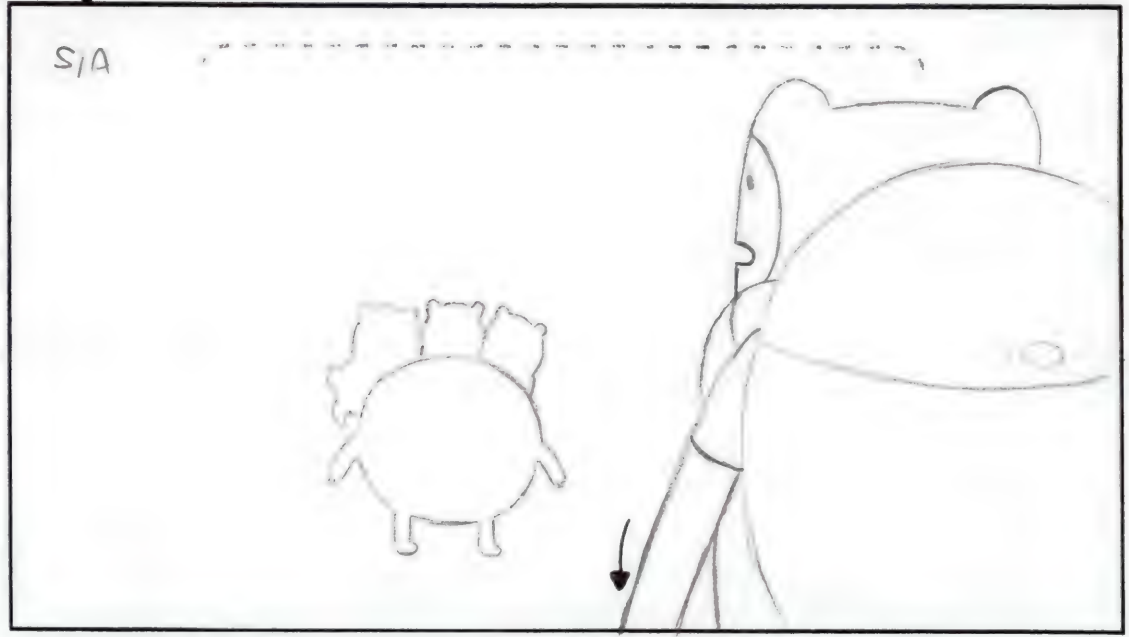


Sc. **48 cont**

Pnl. **B**

Bg.

day night



Dialog:

F: BUN BUN, CHIPMUNKS ARE EATIN--

SFX: \* CRUNCHING \*

Action:

- CHIPMUNKS STAND ON  
ROCK BEHIND BB'S  
HEAD.

(A2)



(A3)



NOV 12 2015

Timing:

EPISODE #

1034-240

1034/240

Production :

1034/240

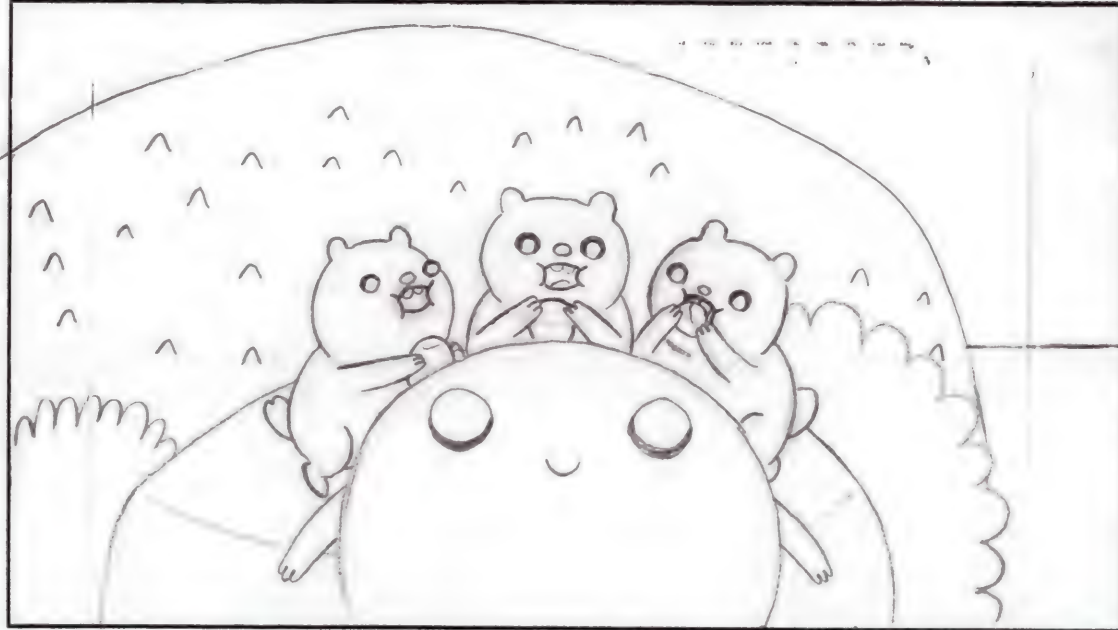
1034/240

# ADVENTURE TIME

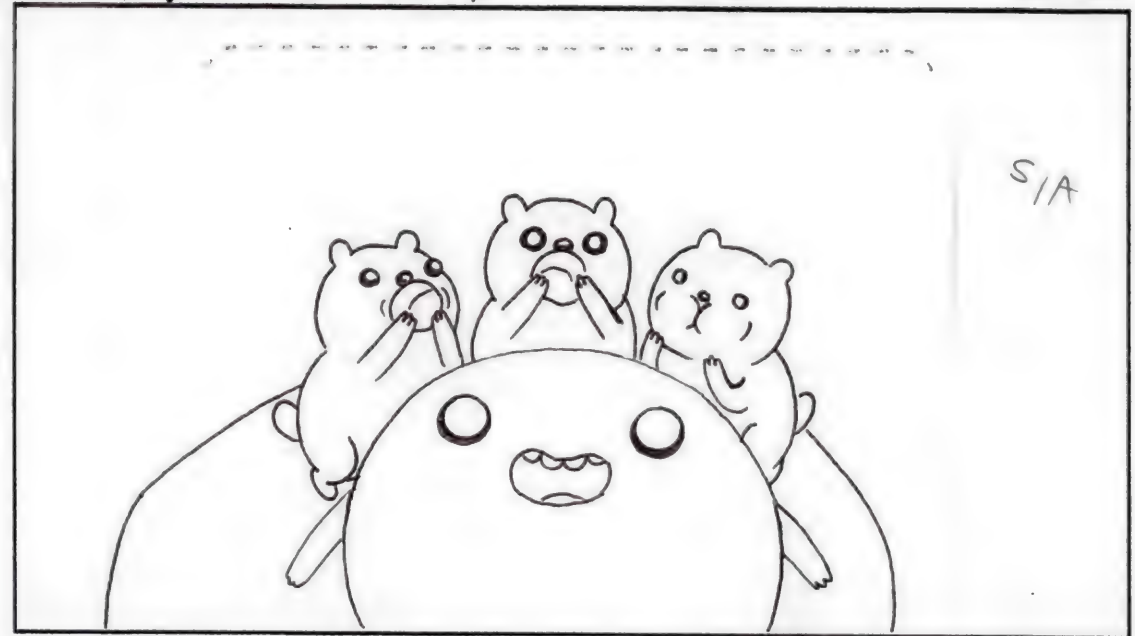


Page **84**

Sc. **49** Pnl. **A** Bg. day night



Sc. **49 cont** Pnl. **B** Bg. day night



Dialog: **F: (o/s) YOUR TRAIL MIX.**

Action:

Timing:

NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240



1034/240

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# ADVENTURE TIME

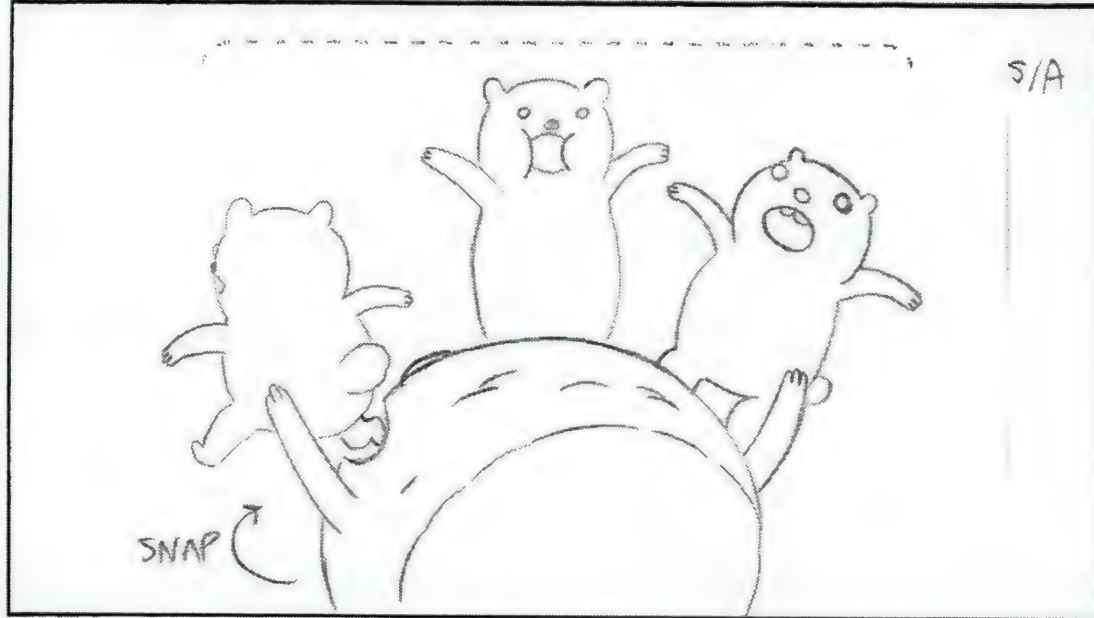


Page 85  
day night

Sc. 49 cont Pnl. C

Bg.

day night

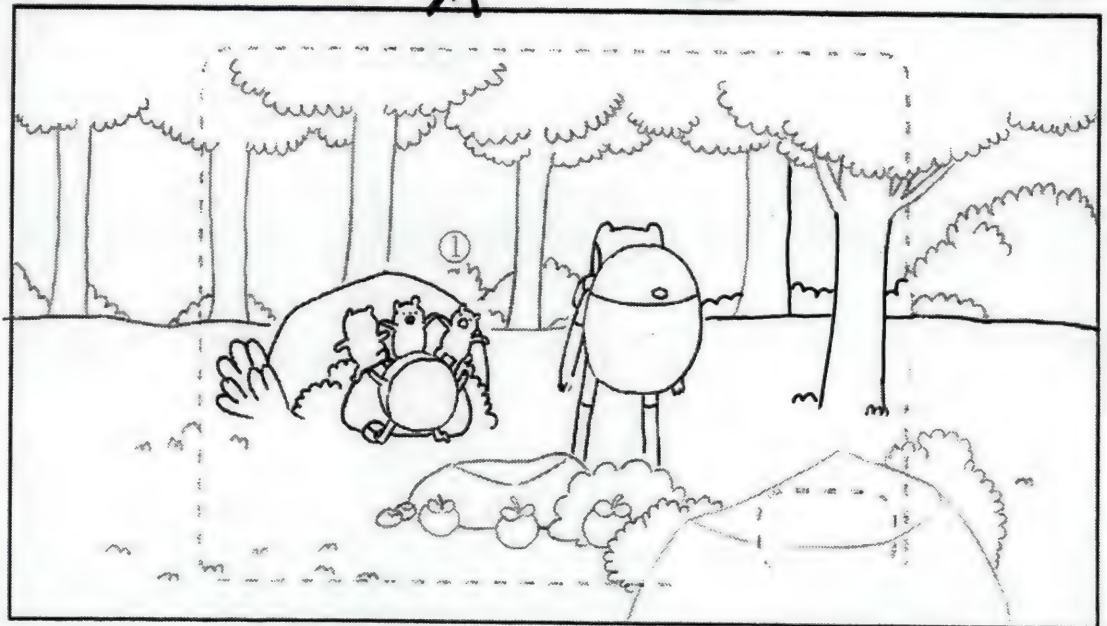


Sc. 50

Pnl. A

Bg.

day night



Dialog:

BB: WHAT ARE CHIPMUNKS!

Action:

- BB TURNS SUDDENLY, SCARING CHIPMUNKS.

- CHIPMUNKS  
SCURRY OVER ROCK.

NOV 12 2010

Timing:



1034-240

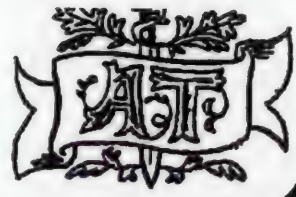
EPISODE #

1034/240

Production :

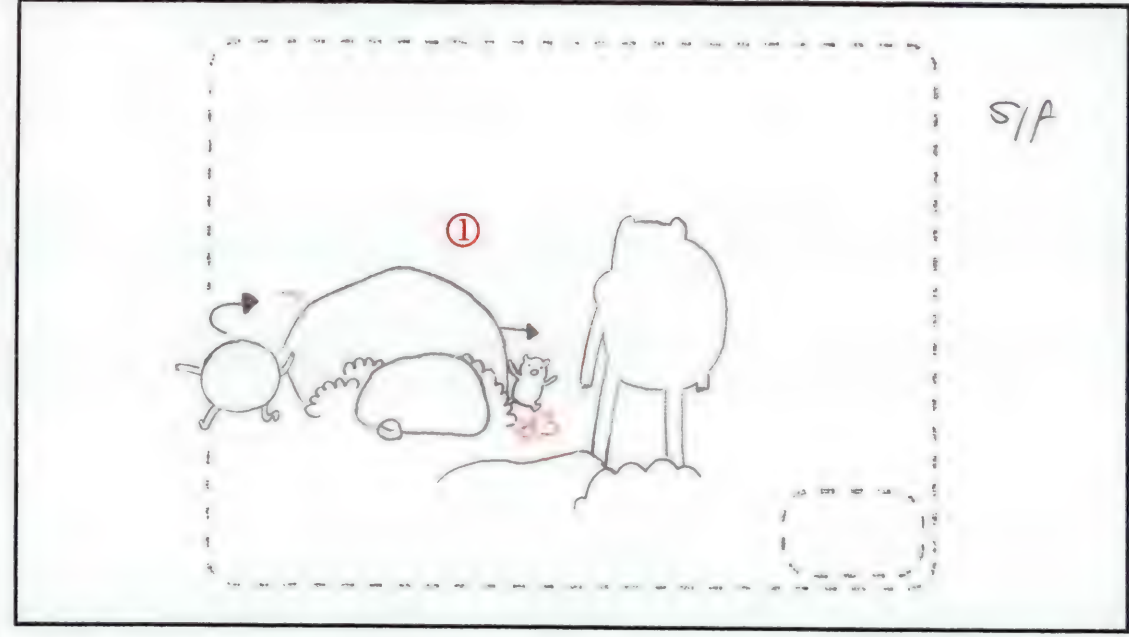
1034/240

# ADVENTURE TIME

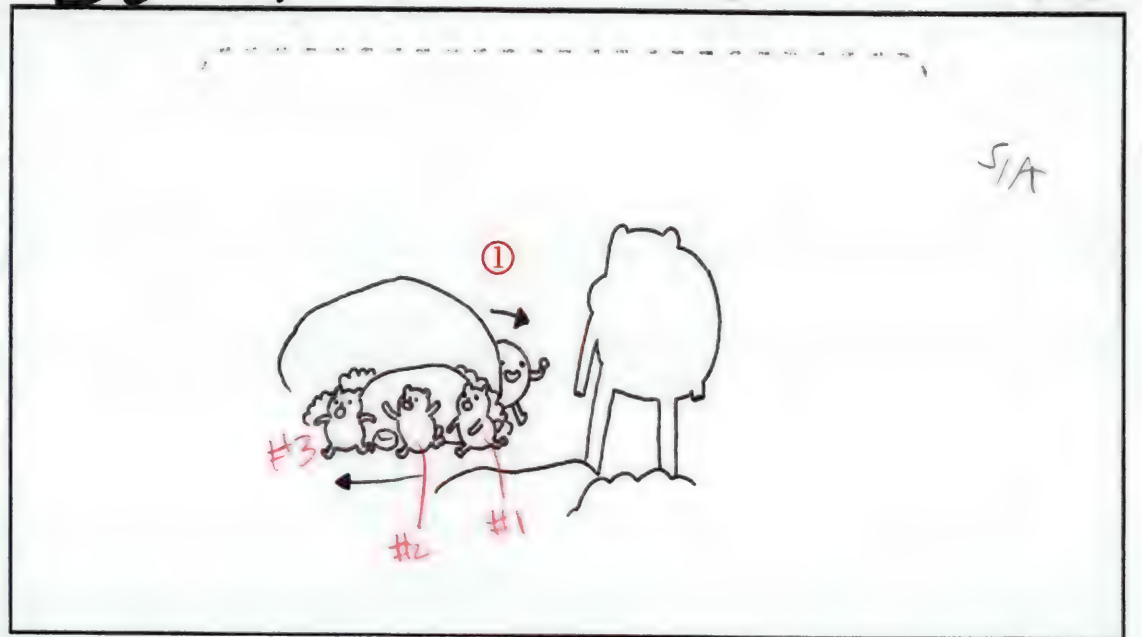


Page 86

Sc. 50 CONT Pnl. B Bg. day night



Sc. 50 CONT Pnl. C Bg. day night



Dialog: BB: LOOK, I MADE -- BB: FRIENDS!

Action: -CB CHASES CHIPMUNKS AROUND ROCK IN CIRCLES.

Timing:



1034/240

EPISODE # 1034-240

1034/240

Production :

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1034/240



# ADVENTURE TIME



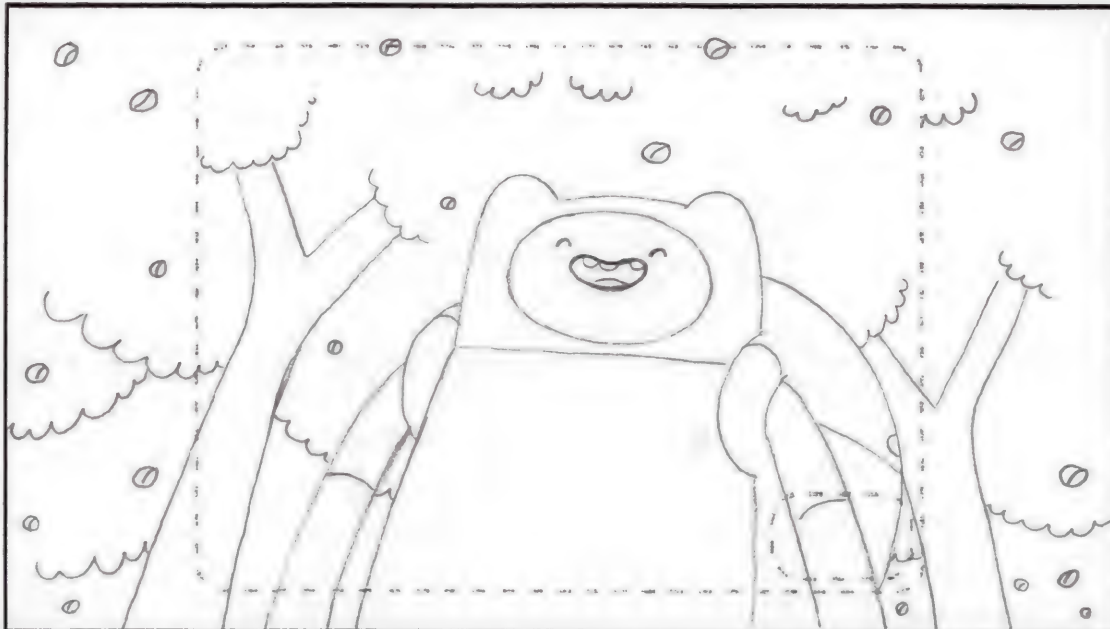
Page 87

Sc. 51

Pnl. A

Bg.

day night

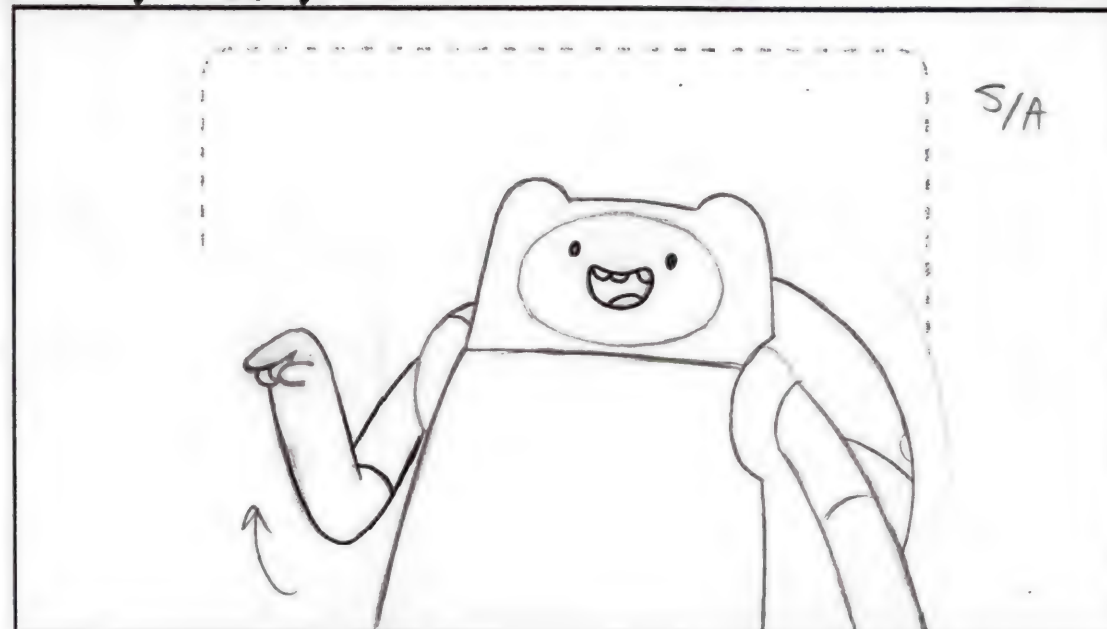


Sc. 51 cont

Pnl. B

Bg.

day night



Dialog:

F: HA, HA

F: BUN BUN, YOU'RE ALL RIGHT

Action:

Timing:

NOV 12 2015

Production :

EPISODE #

1034-240

1034/240

1034/240

# ADVENTURE TIME



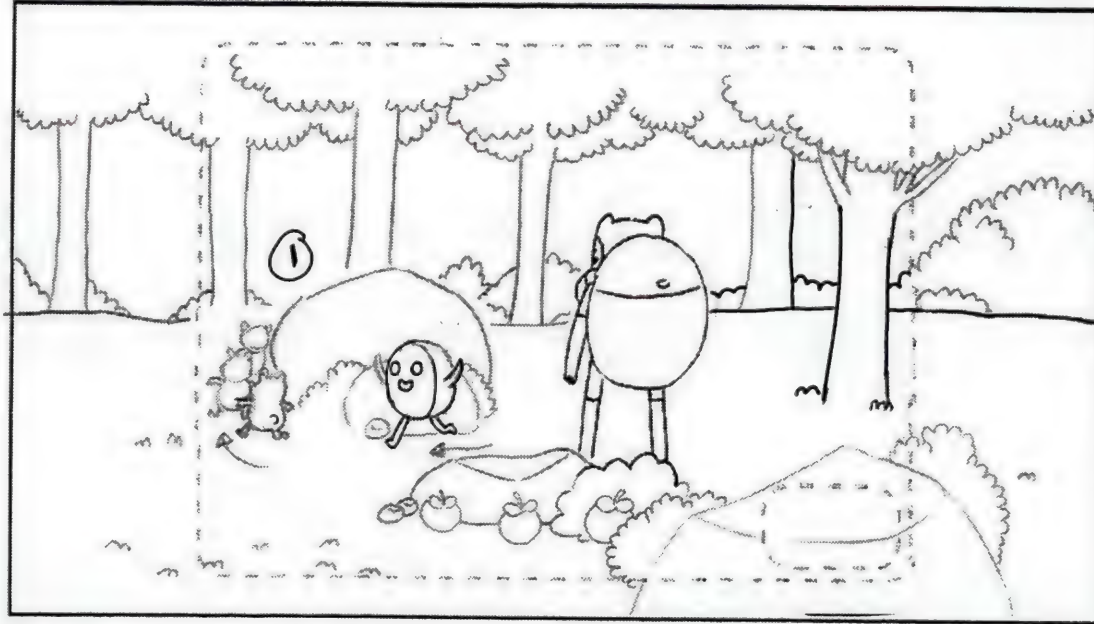
Page 88

Sc. 52

Pnl. A

Bg.

day night



Dialog:

BB: HA HA HA  
I'M ALL RIGHT!

Actor:

Timin:



NOV 12 2015

1034-240

Production :

1034/240



# ADVENTURE TIME



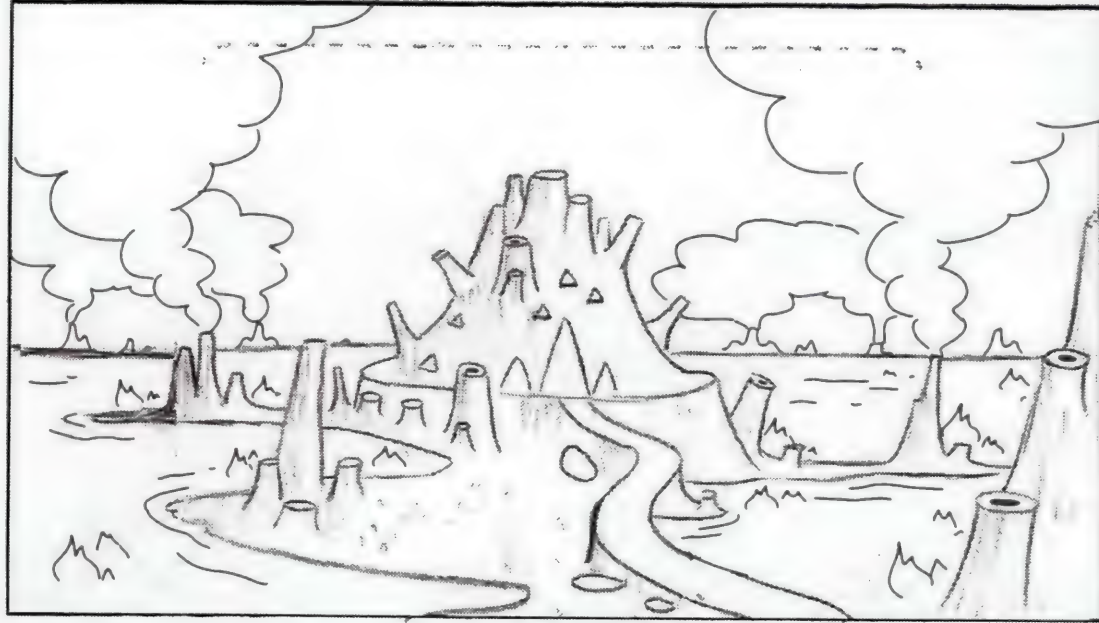
Page 89  
day night

Sc. 53

Pnl. A

Bg.

day night

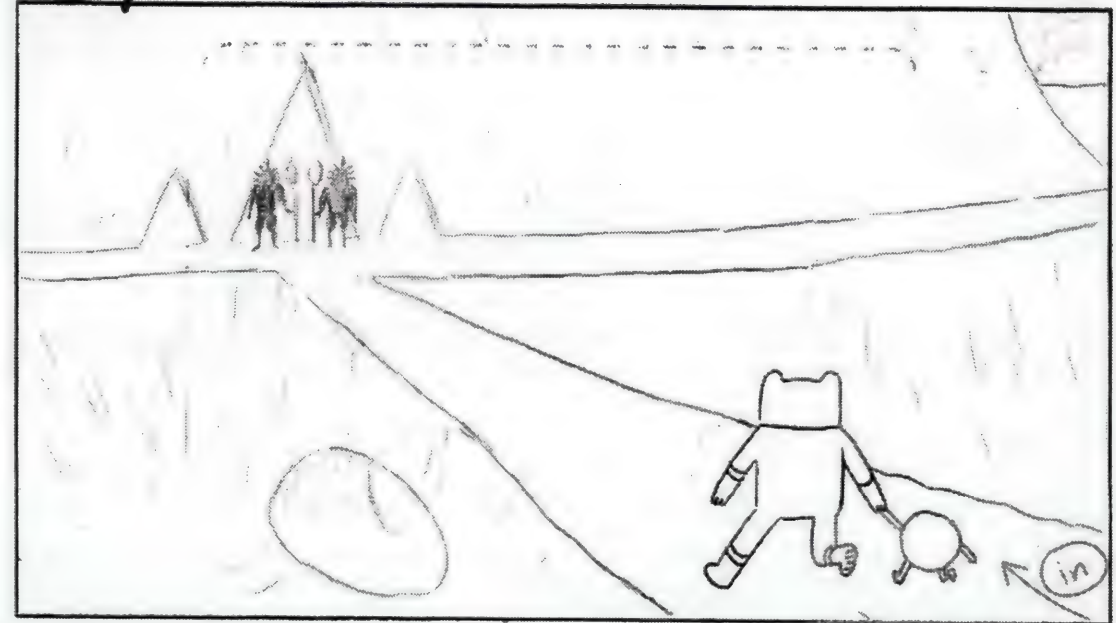


Sc. 54

Pnl. A

Bg.

day night



Dialog:

Action:

— Finn + BUN BUN WALK TRAIL INTO FIRE KINGDOM

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production :

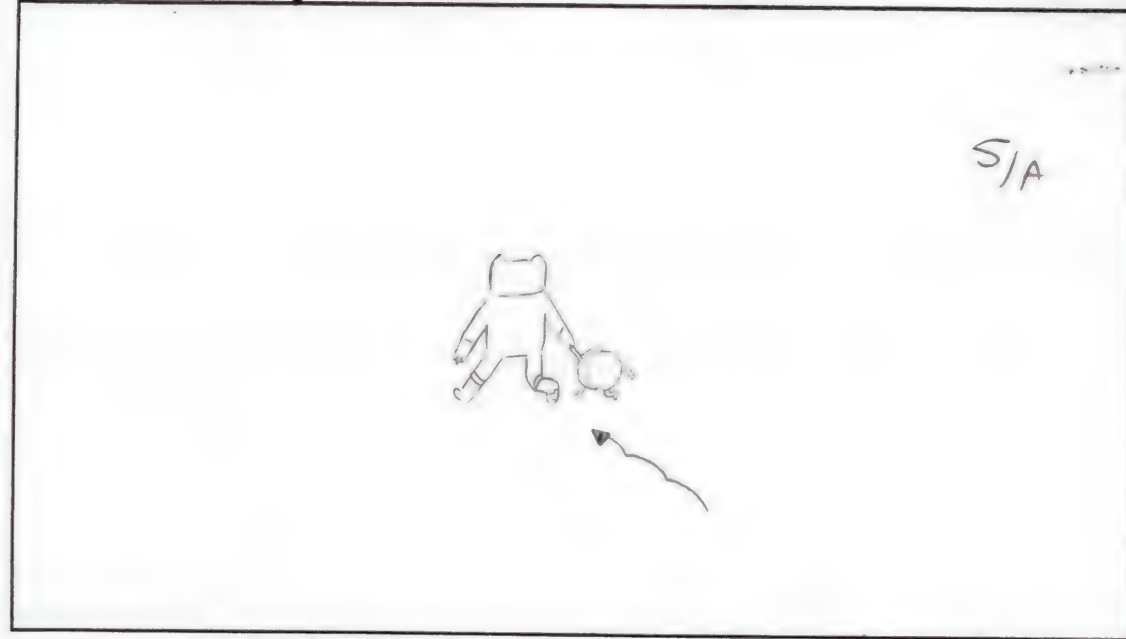
1034/240

# ADVENTURE TIME

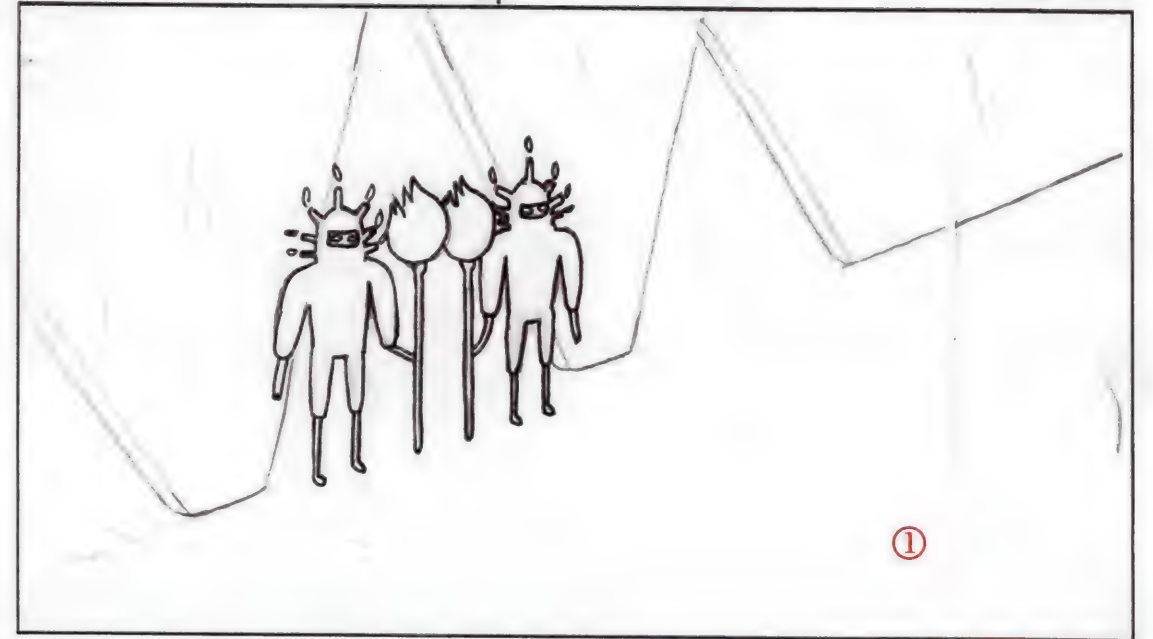


Page 90

Sc. 54 *CONT* Pnl. B Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	FLAME GUARD : HEY, FINN,
Action:	
Timing:	



1034-240

EPISODE #

1034/240

Production :

1034/240



# ADVENTURE TIME

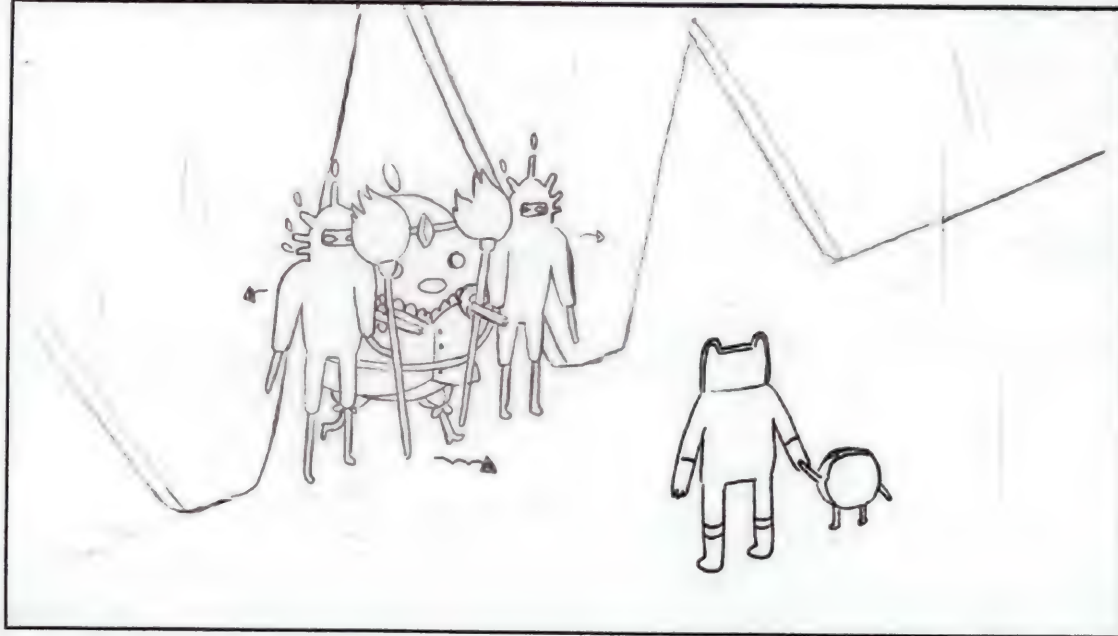


Page 91

Sc. 55 cont Pnl. B

Bg.

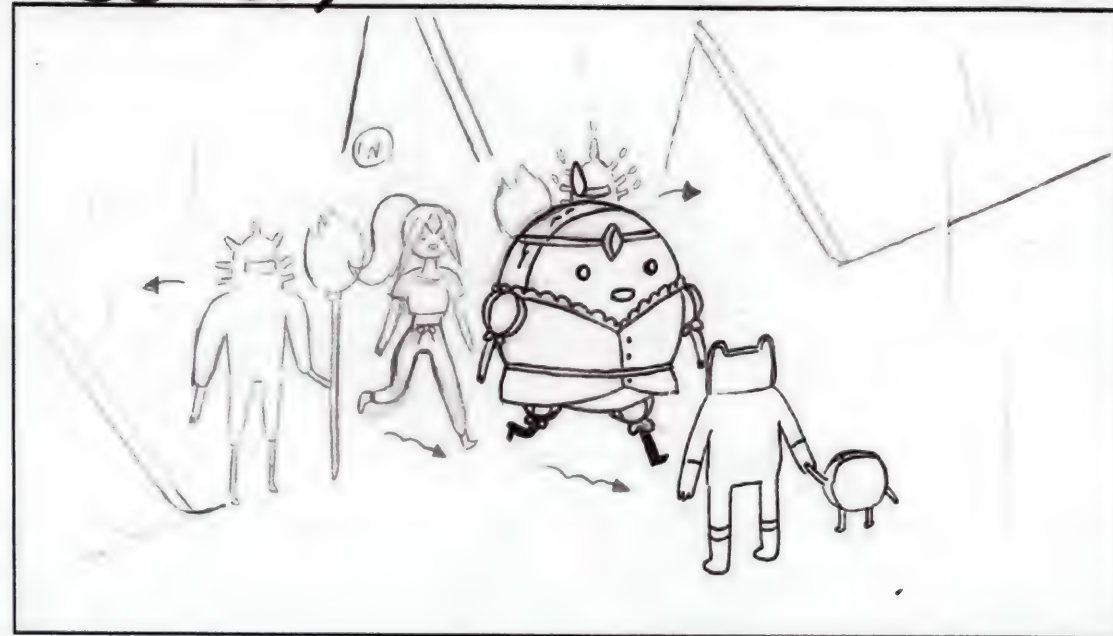
day night



Sc. 55 cont Pnl. C

Bg.

day night



Dialog: CB: MAKE WAY FOR THE PRINCESS !!

Action: - CB PUSHES THROUGH BETWEEN GUARDS.  
- GUARDS STEP ASIDE.

- FP WALKS QW/S

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production :

1034/240

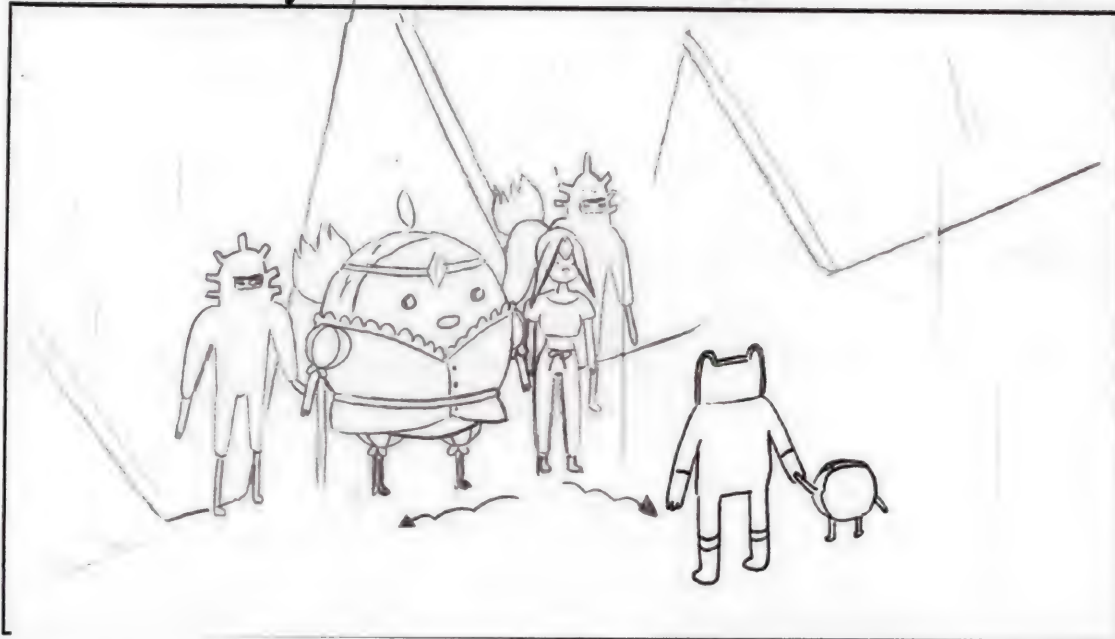
1034/240

# ADVENTURE TIME

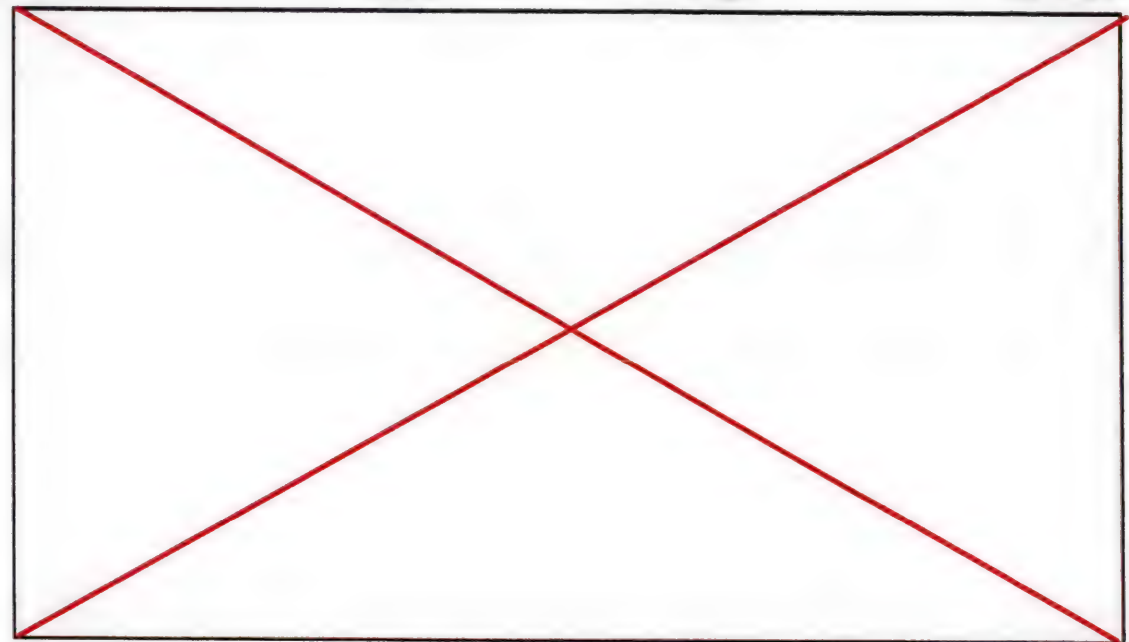


Page 92

Sc. 55 *cont* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

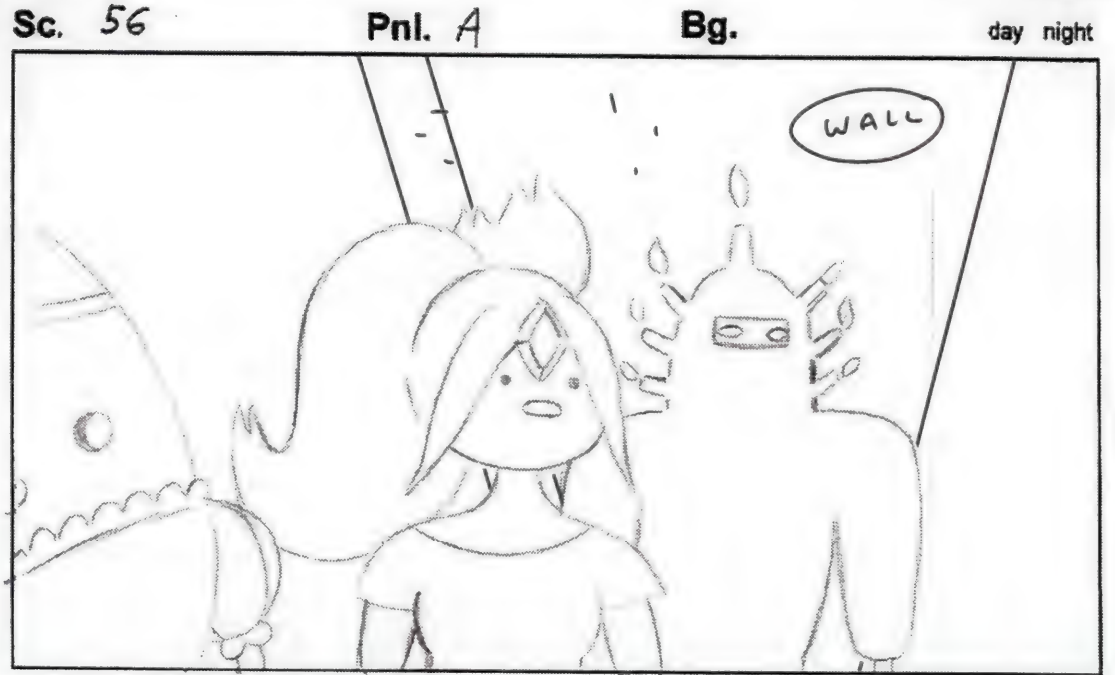
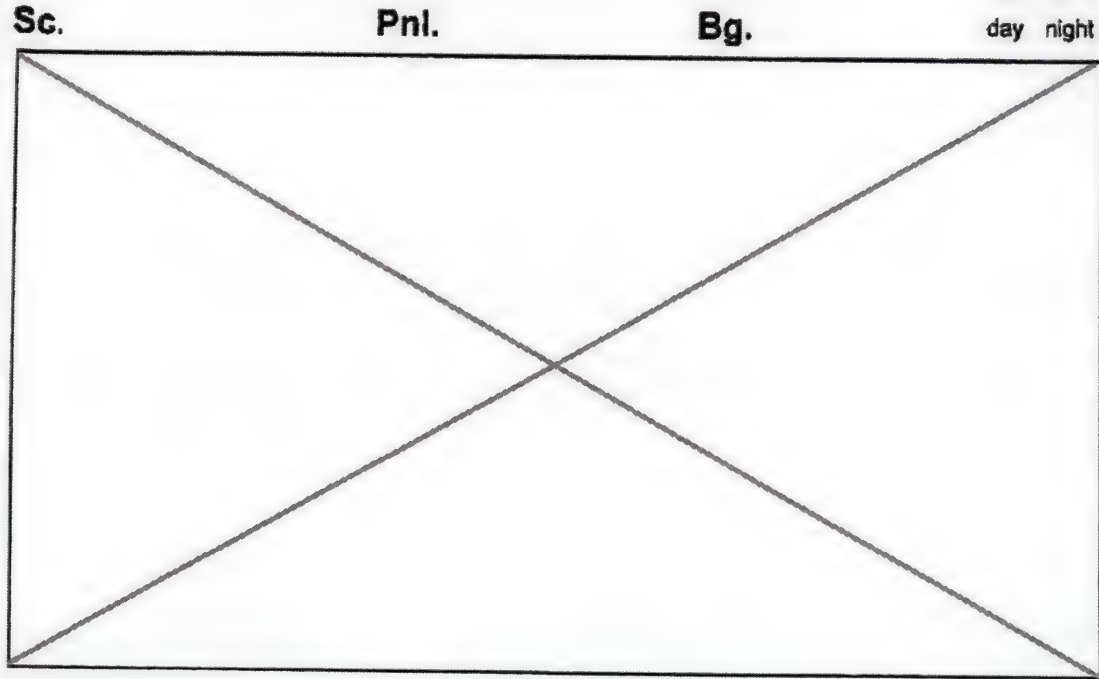
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# ADVENTURE TIME



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Dialog:

FLAME  
PRINCESS : FINN?

Action:

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

# ADVENTURE TIME



Page 94

Sc. 56 *cont*

Pnl. B

Bg.

day night

Sc. *56 cont*

Pnl. C

Bg.

day night



Dialog:	
<i>FP: WHAT BRINGS YOU HERE?</i>	
Action:	
NOV 12 2015	
Timing:	

1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240



ADVENTURE TIME

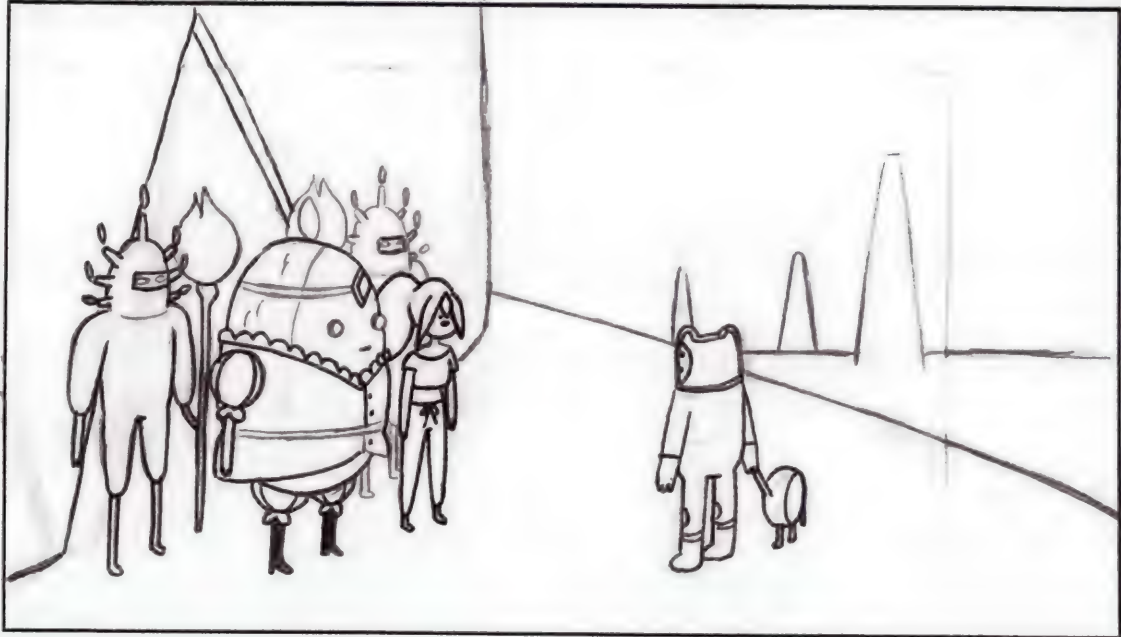


Sc. 57

Pnl. A

Bg.

day night

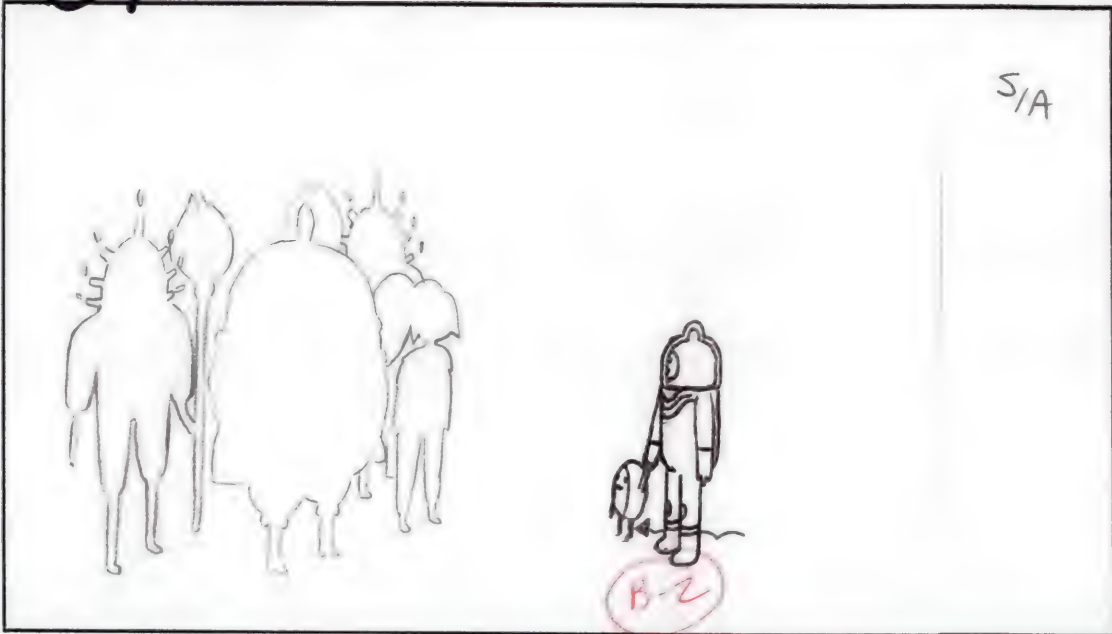


Sc. 57 cont

Pnl. B

Bg.

day night



Dialog:

F: SPECIAL DELIVERY...

F: FOR CINNAMON BUN.

Action:



- FINN WALKS BB FORWARD.



Timing:

NOV 12 2015

B.1

1034-240

EPISODE #

1034/240

Production :

1034/240

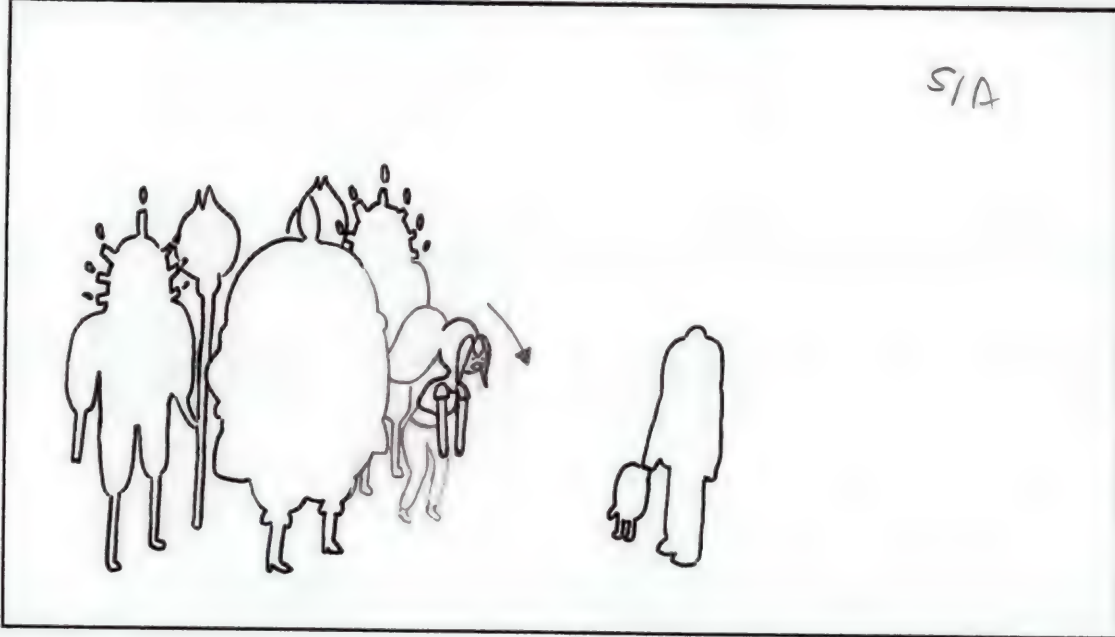
1034/240

# ADVENTURE TIME

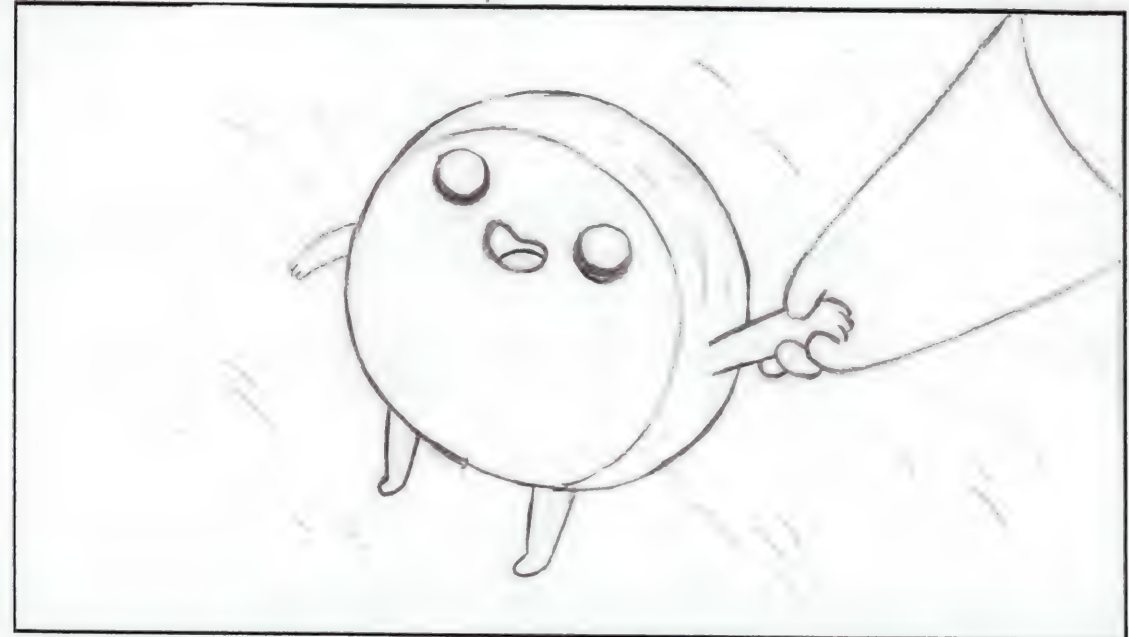


Page 96  
day night

Sc. 57 cont Pnl. C Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	<u>FP:</u> WHO'S THIS?	<u>BB:</u> I'M BUN BUN. ARE YOU A CHIPMUNK?
Action:		
Timing:	NOV 12 2015	

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

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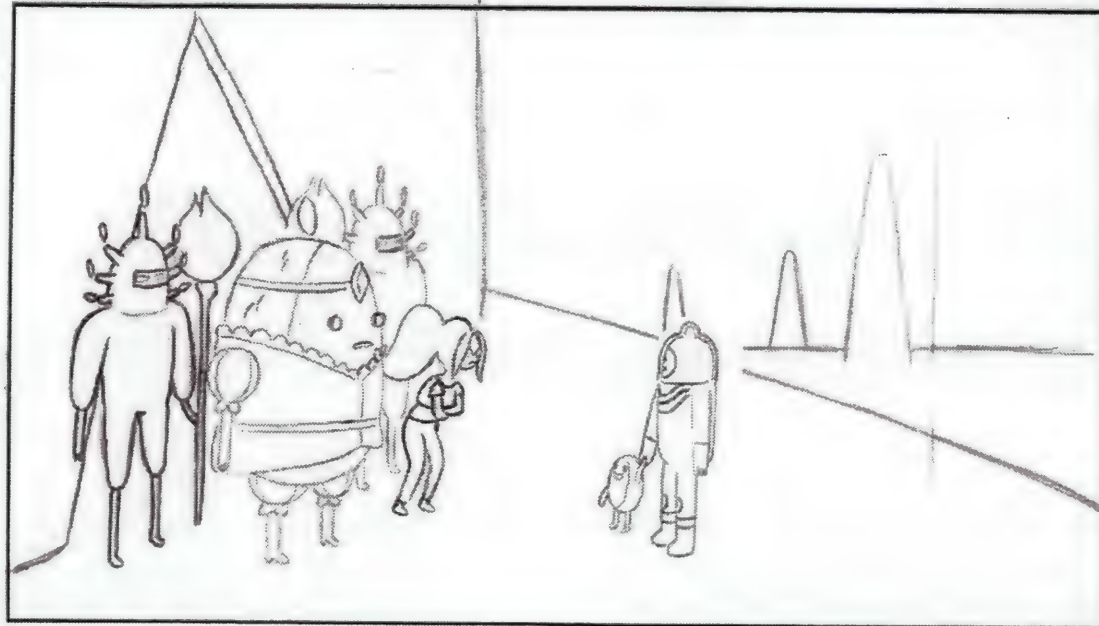


# ADVENTURE TIME

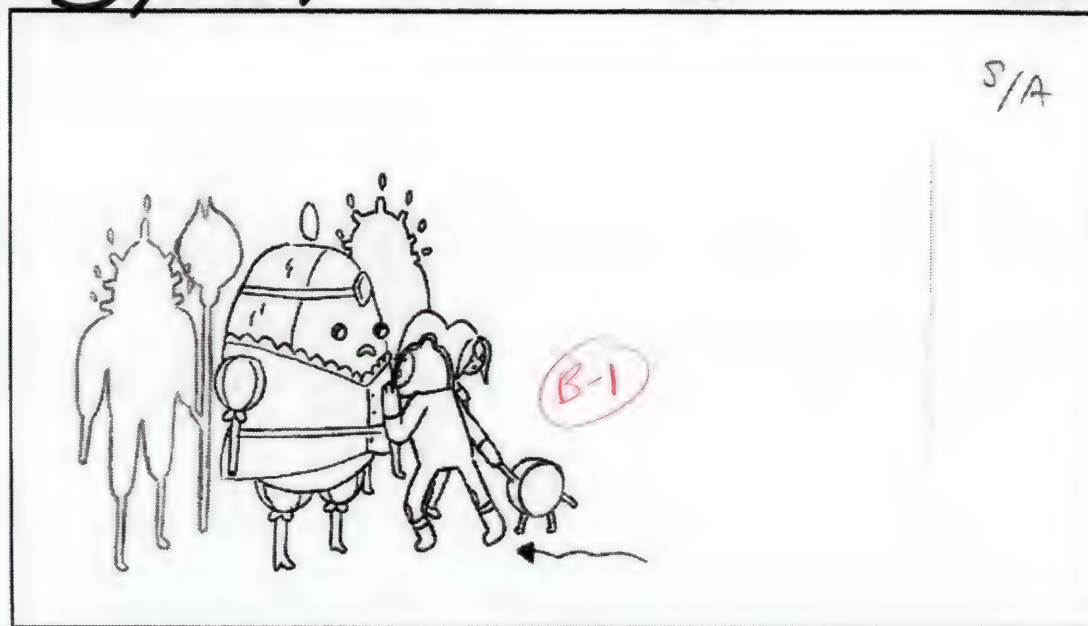


Page 97

Sc. 59 Pnl. A Bg. day night



Sc. 59 cont Pnl. B Bg. day night



Dialog:

FP: NO...

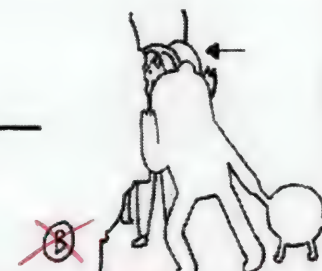
Action:

- FP CROSSES ARMS.



- FINN SIDLES UP TO CB.

NOV 12 2015



Timing:

1034-240

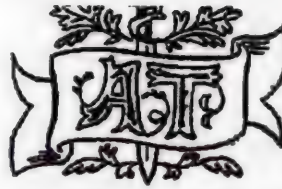
EPISODE #

1034/240

Production :

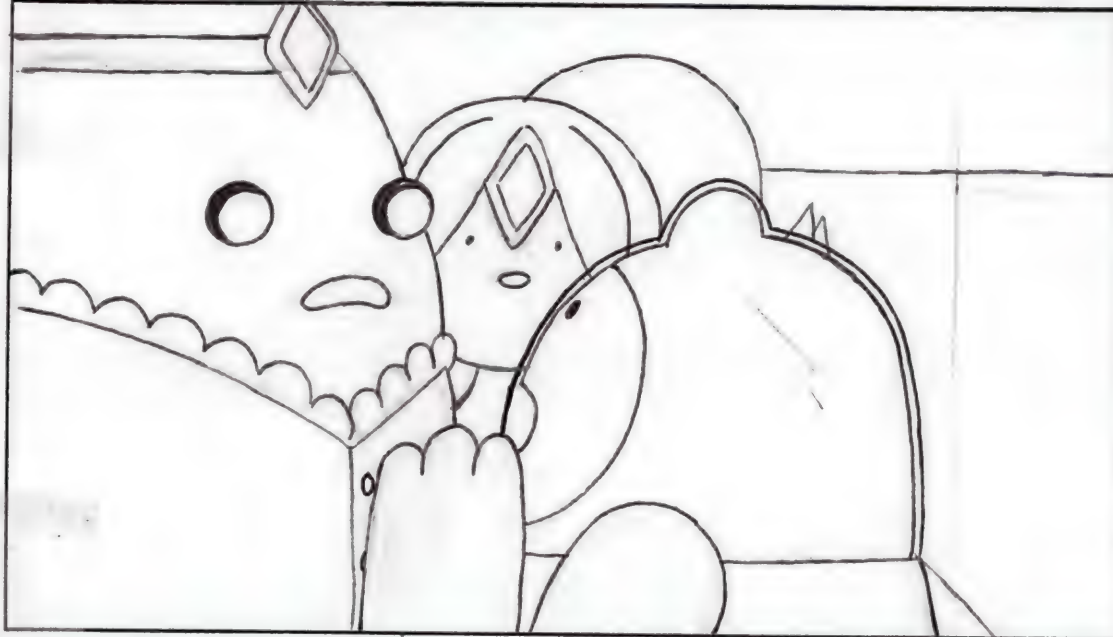
1034/240

# ADVENTURE TIME

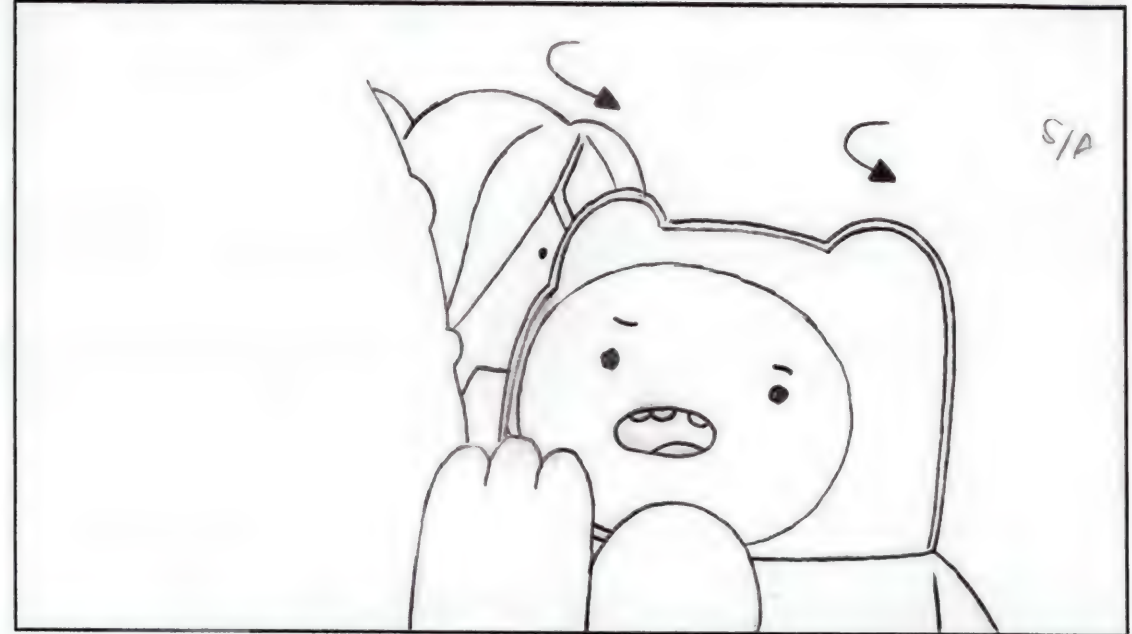


Page 98

Sc. 60 Pnl. A Bg. day night



Sc. 60 cont Pnl. B Bg. day night



Dialog: (LOUD WHISPER)  
F: BUBBLEGUM MADE HER FROM  
 YOUR SPARE PARTS.

F: (LOUD WHISPER) I GUESS SHE'S SUPPOSED TO  
 BE YOUR SQUIRE OR WHATEVER?

Action:

- F. LOOKS BACK AT BB  
 'NOV 12 2011'

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240



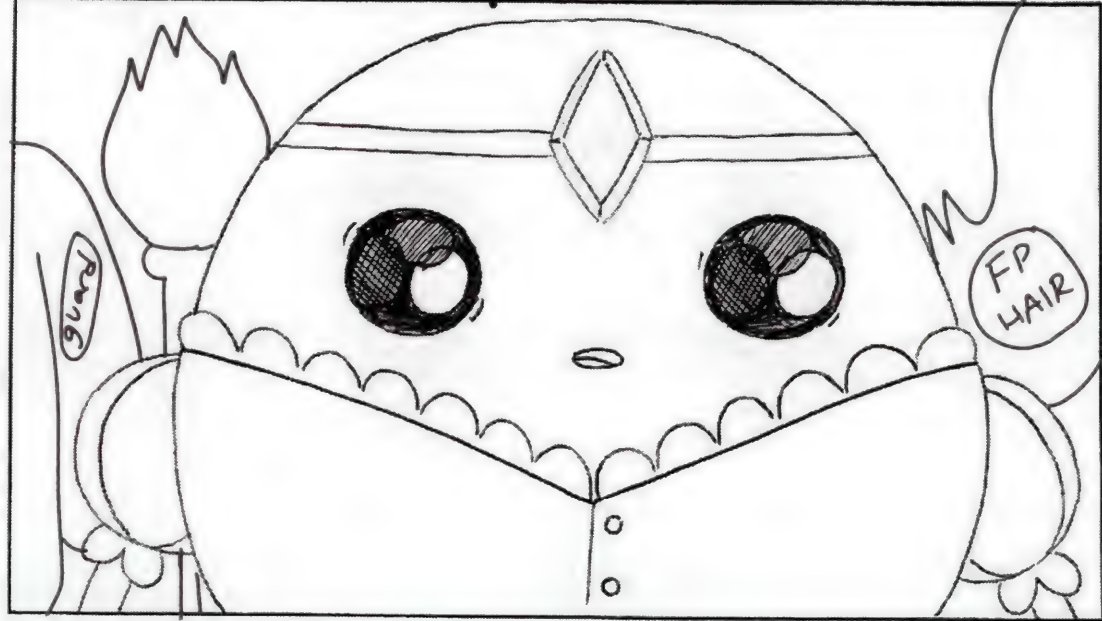
# ADVENTURE TIME



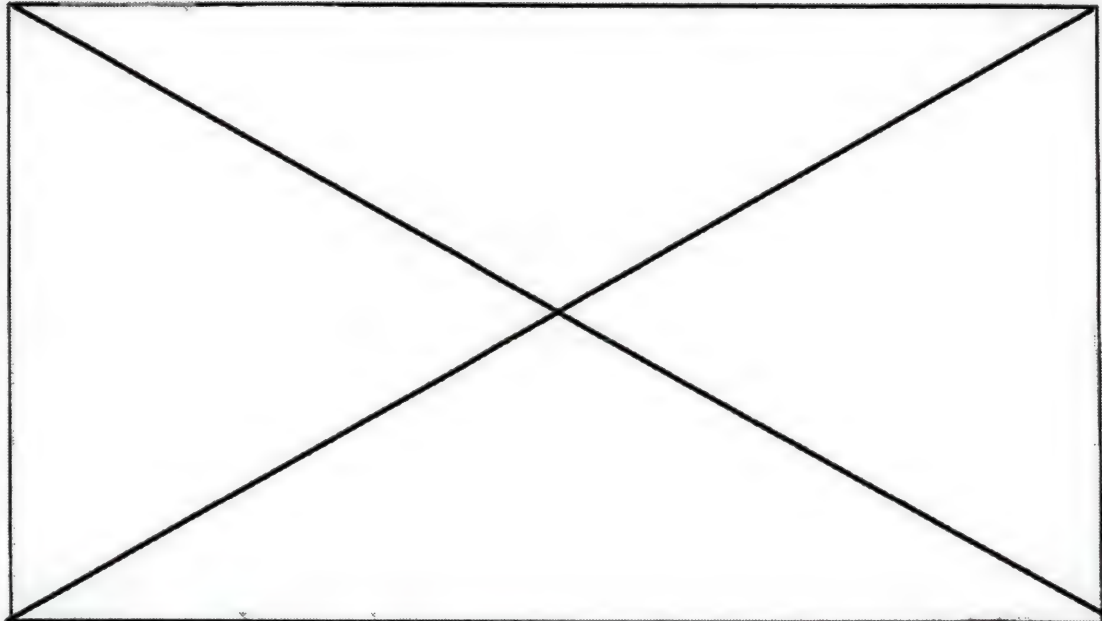
NO SC'S  
62-64

Page **99**  
**NOPG-100**  
day night

Sc. **61** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<u>CB</u> : MY SQUIRE?
Action:
-CB'S EYES GLISTEN.
Timing:

NOV 12 2015

1034/240

1034-240

EPISODE #

1034/240

Production :

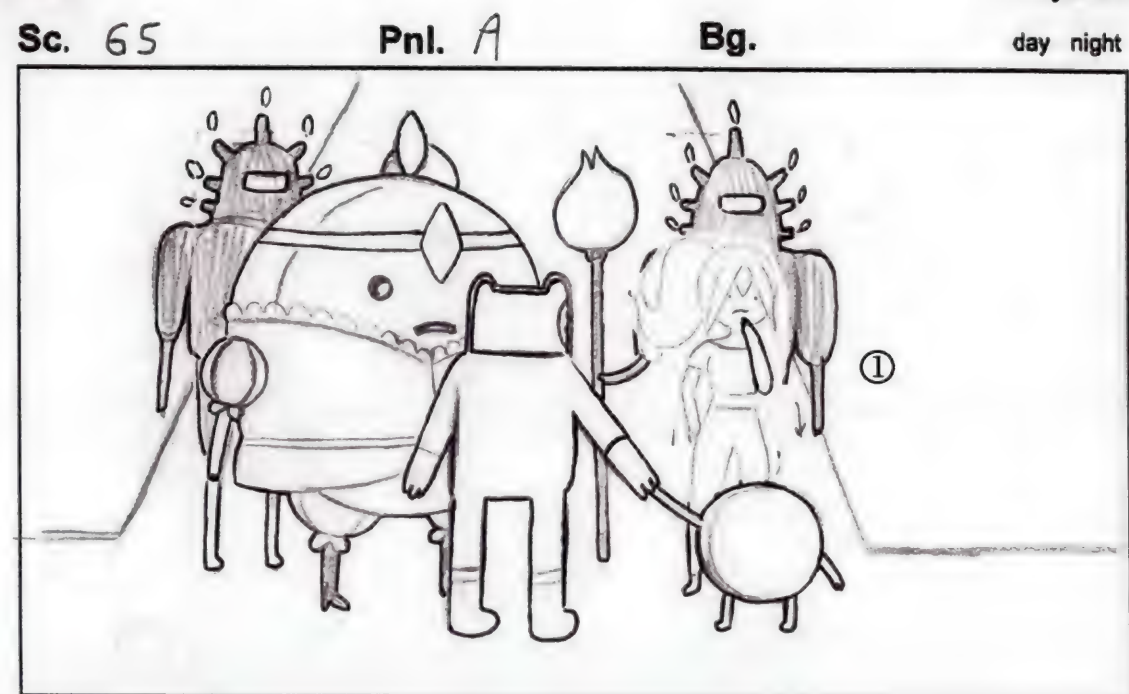
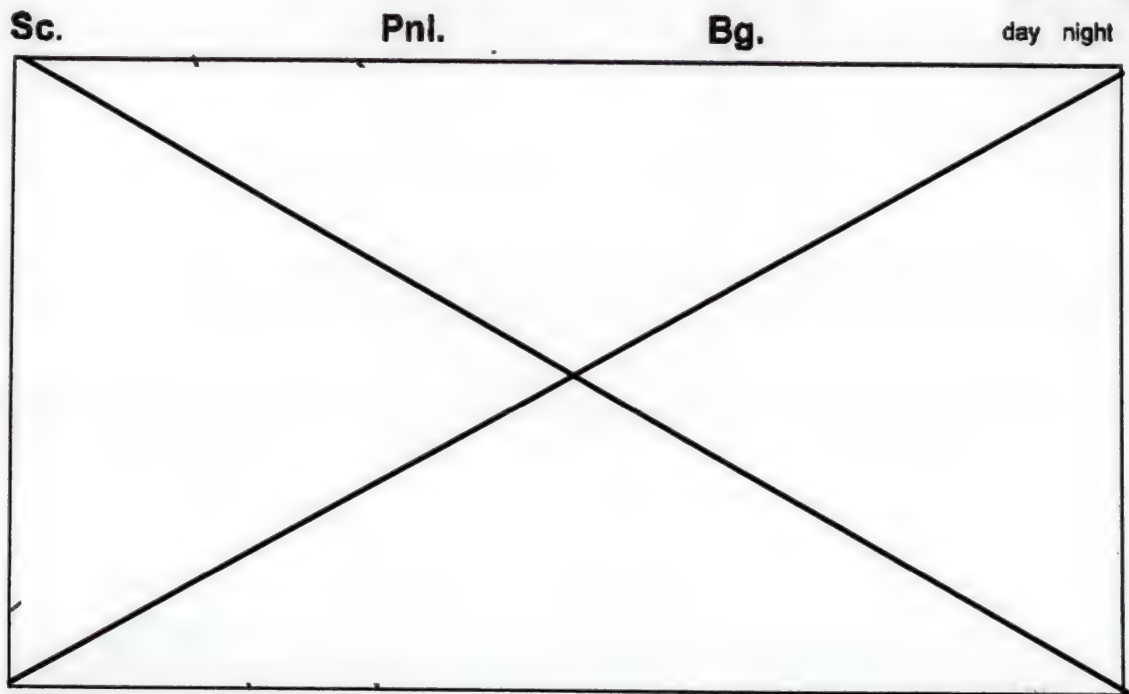
1034/240

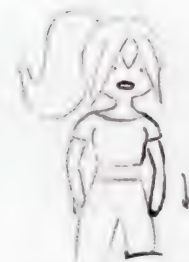
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# ADVENTURE TIME



Page 101



Dialog:	FP: Hmmm. BUN BUN WE'LL HAVE TO RUN YOU THROUGH SOME SECURITY CHECKS.
Action:	
Timing:	 <div>② NOV 12 2015</div>

EPISODE # 1034-240  
 1034/240  
 Production :

1034/240

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1034/240



# ADVENTURE TIME

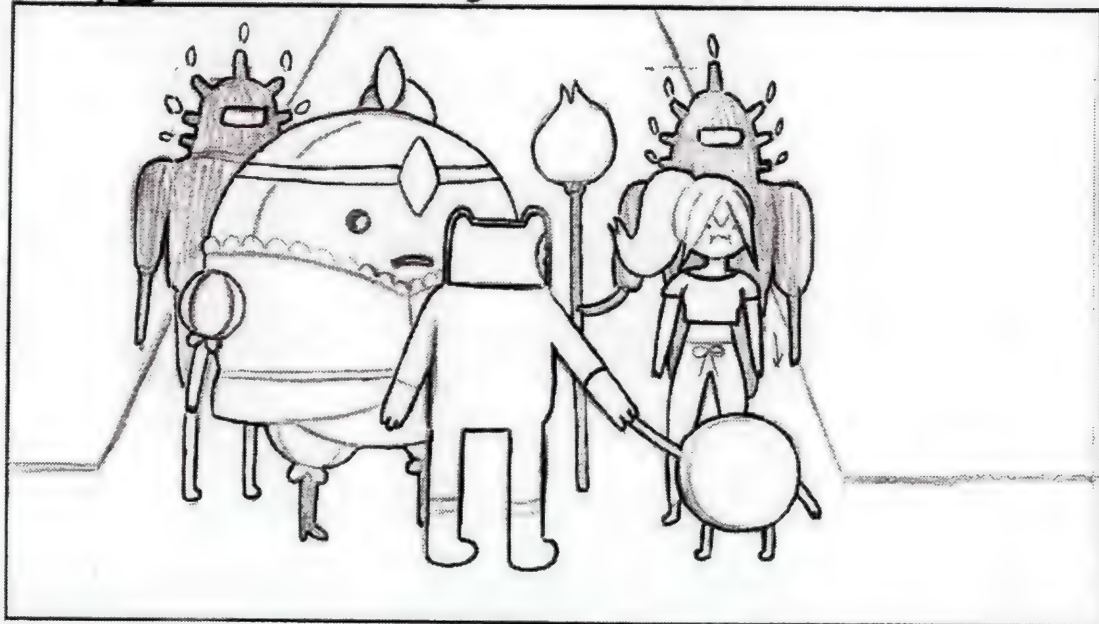


Page 102

Sc. 65 cont Pnl. B

Bg.

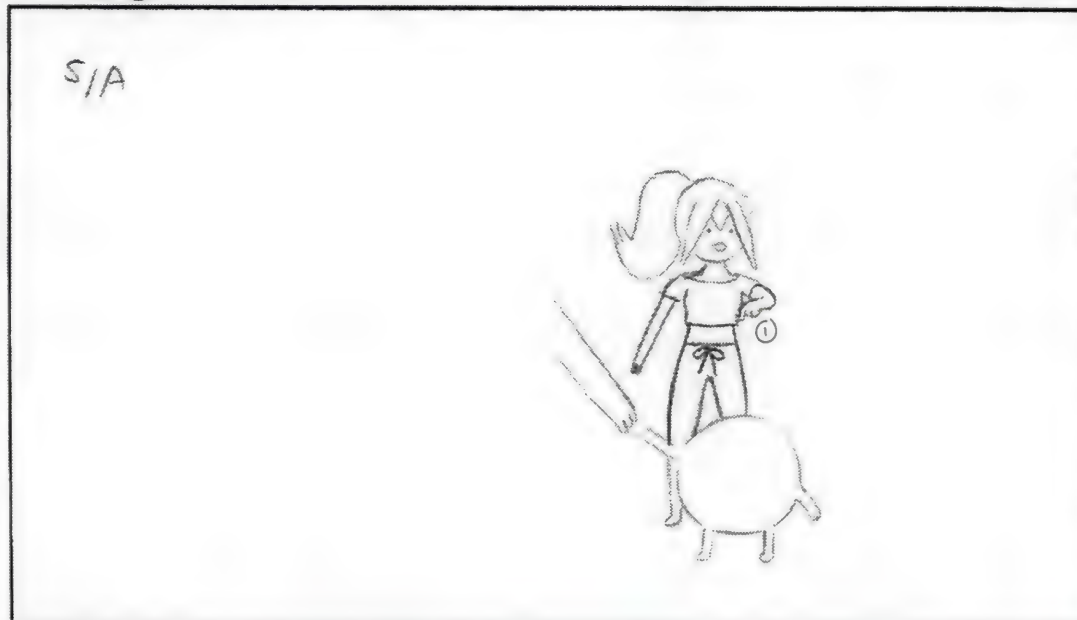
day night



Sc. 65 cont Pnl. C

Bg.

day night



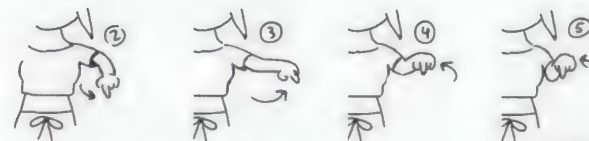
Dialog:

BB: OKEE.

FP: TURN AROUND...

Action:

Timing:



NOV 12 2015

Production :

1034-240

EPISODE #

1034/240

1034/240

# ADVENTURE TIME

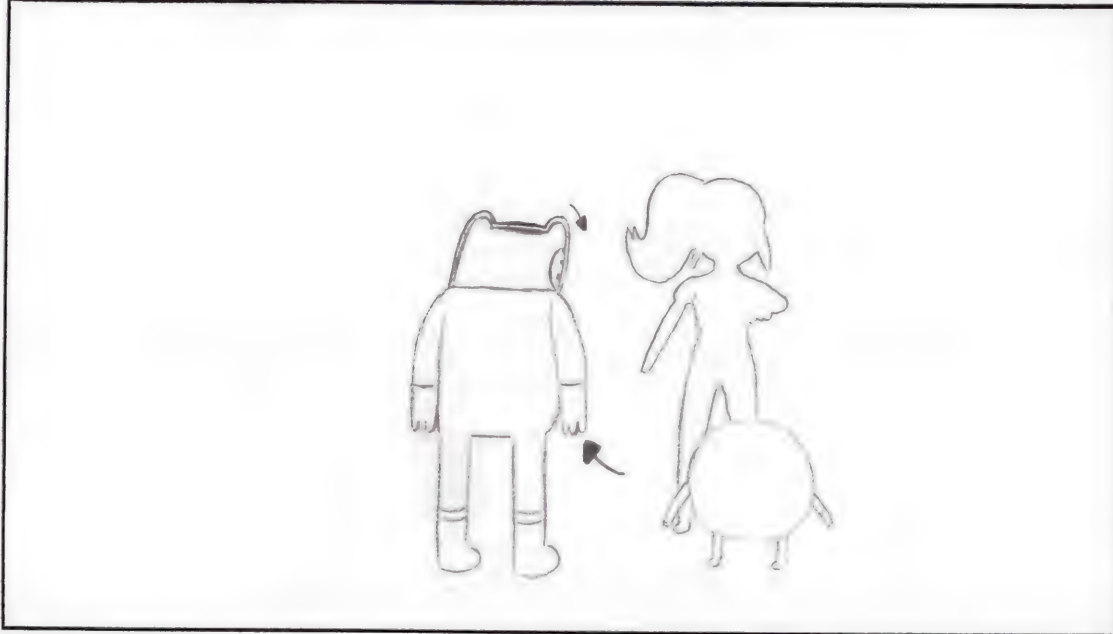


Page 103

Sc. 65 *cont* Pnl. 0

Bg.

day night

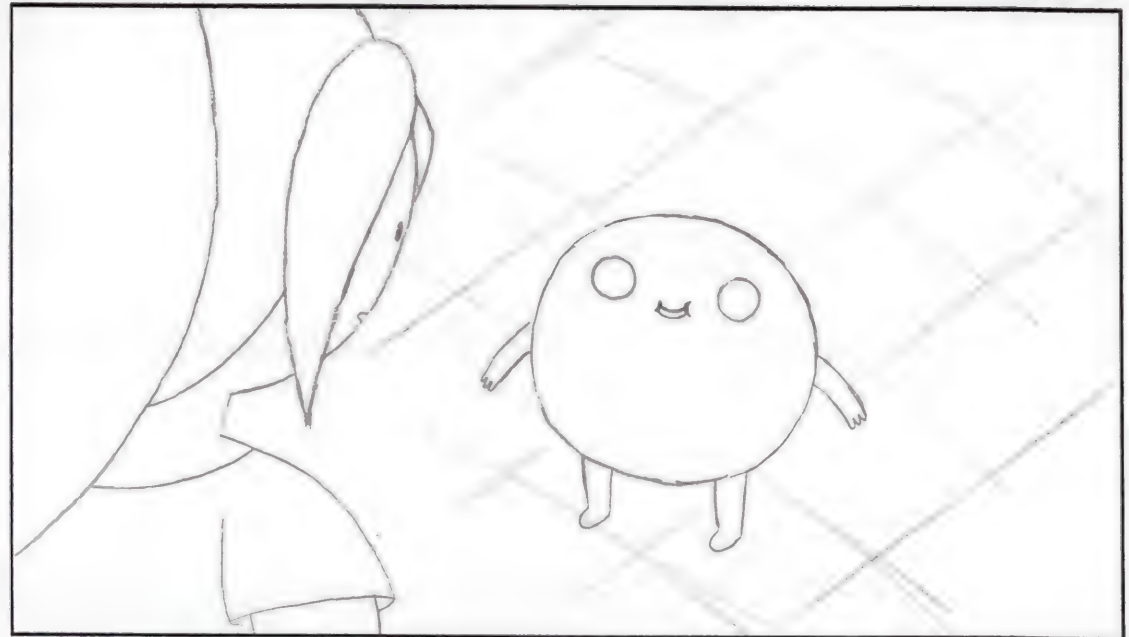


Sc. 66

Pnl. A

Bg.

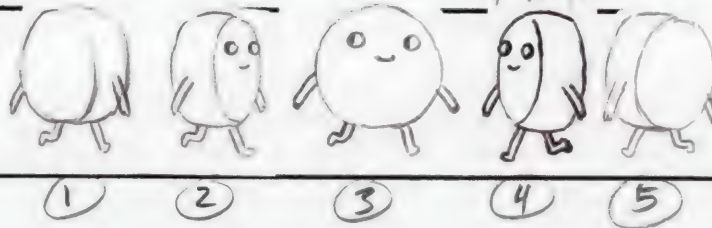
day night



Dialog:

Action:

- BB TURNS IN  
IN A SMALL  
CIRCLE.



Timing:

NOV 12 2015

EPISODE #

1034-240

1034/240

Production :

1034/240

1034/240

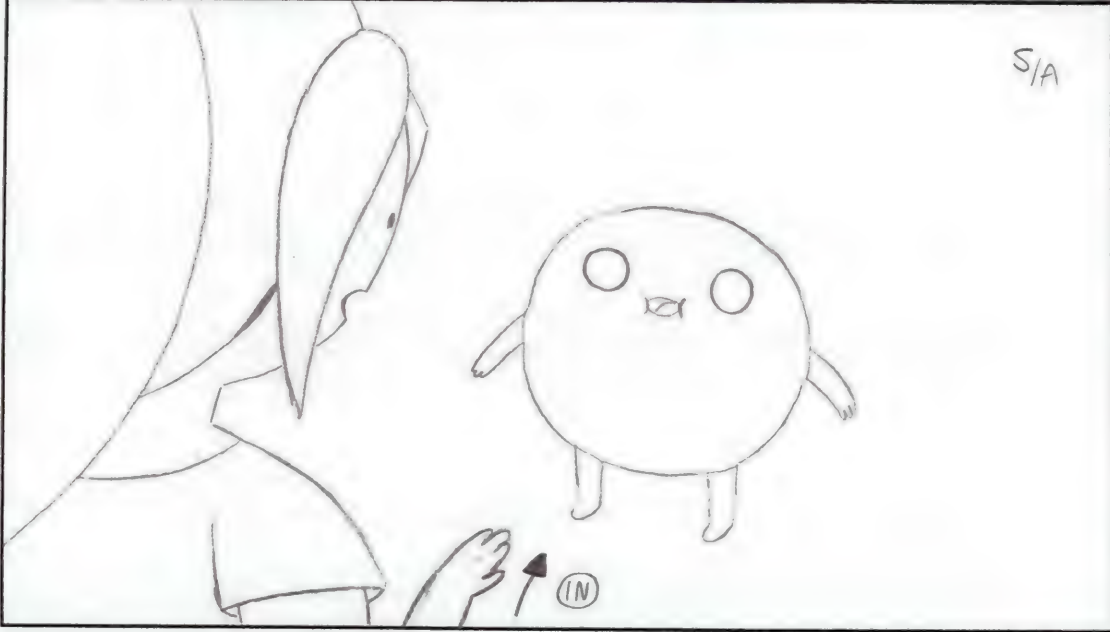


ADVENTURE TIME

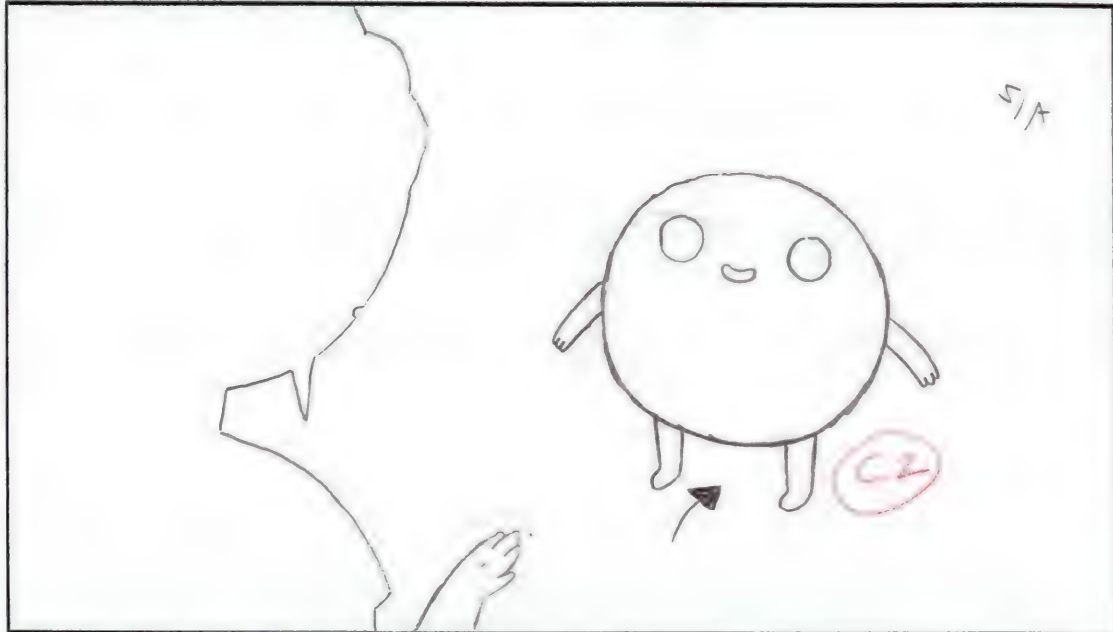




Page 104

Sc. 66 cont Pnl. B Bg. day night



Sc. 66 cont Pnl. C Bg. day night



Dialog:	<u>FP:</u> JUMP BACK!	
Action:		
Timing:	- BB HOPS BACK.	

NOV 12 2015

EPISODE # 1034-240  
1034/240  
Production :

1034/240

1034/240

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# ADVENTURE TIME

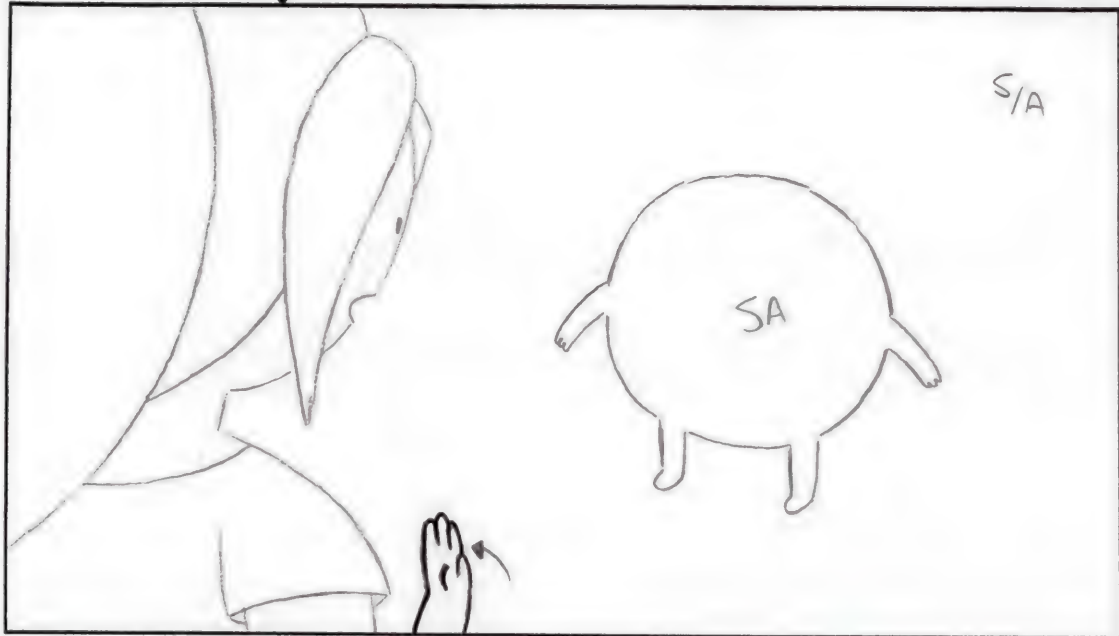


Sc. 66 cont

Pnl. D

Bg.

day night



Sc. 66 cont

Pnl. E

Bg.

day night



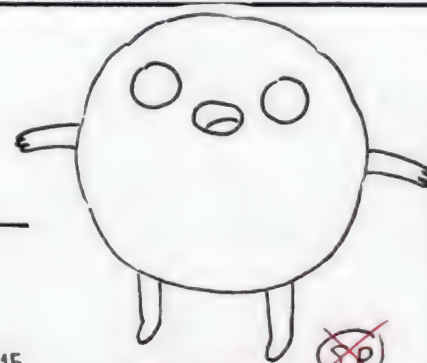
Dialog:

FP: JUMP FORWARD

Action:



BB HAPS FORWARD



Timing:

NOV 12 2015

D-1

E-1

EPISODE # 1034-240

Production :



# ADVENTURE TIME

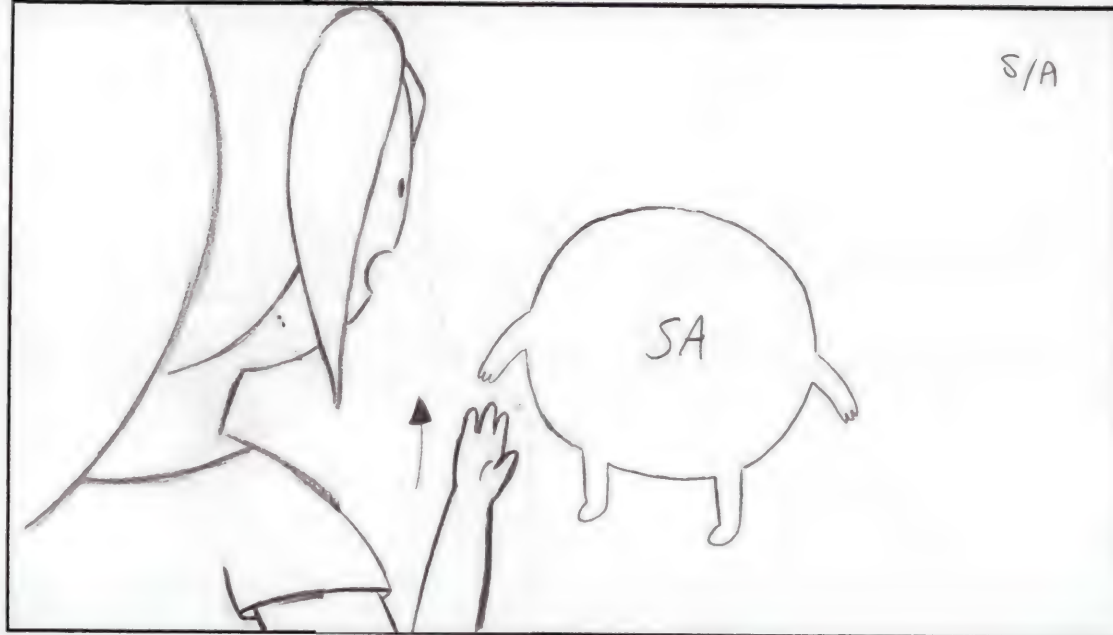


Page 106

Sc. 66 CONT Pnl. F

Bg.

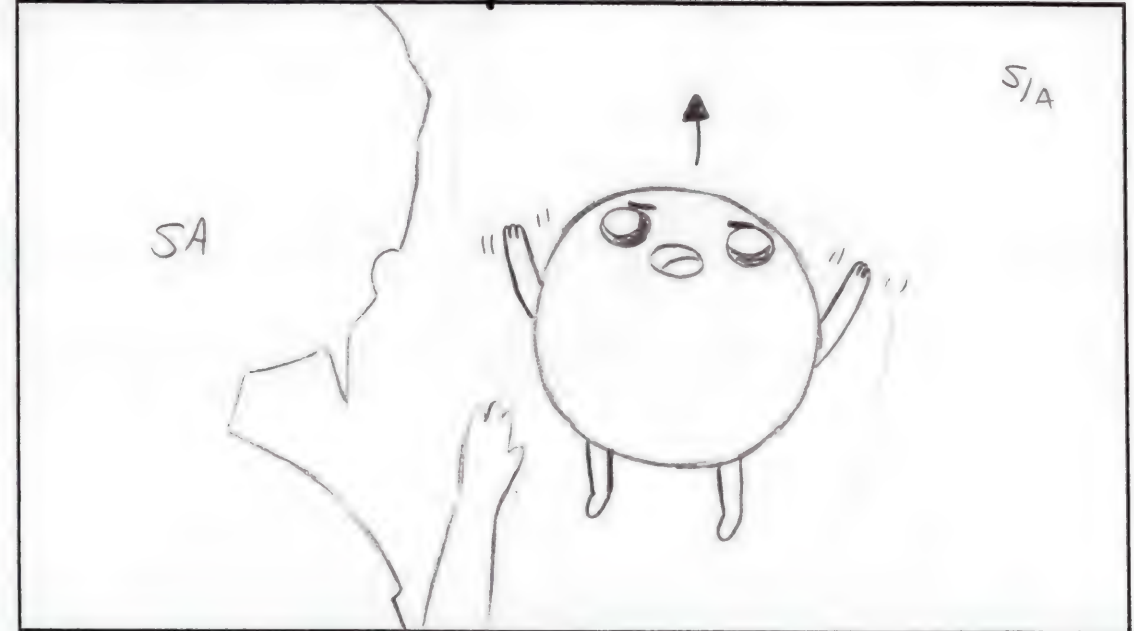
day night



Sc. 66 CONT Pnl. G

Bg.

day night



Dialog: FP: REACH FOR THE SKY.

BB: REACH...

Action:

-BB STRETCHES, STRAINS.

NOV 12 2010

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

# ADVENTURE TIME



Page 107  
day night

Sc. 67

Pnl. A

Bg.

day night

Sc. 67 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

NOV 12 2015

1034-240

EPISODE #

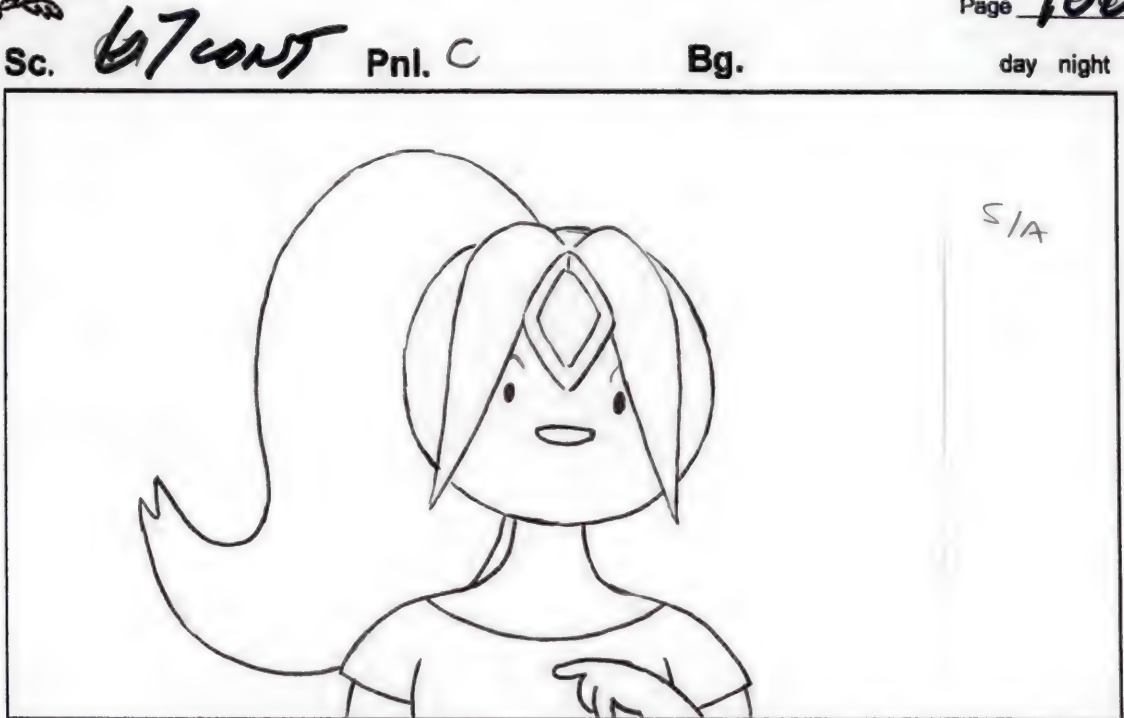
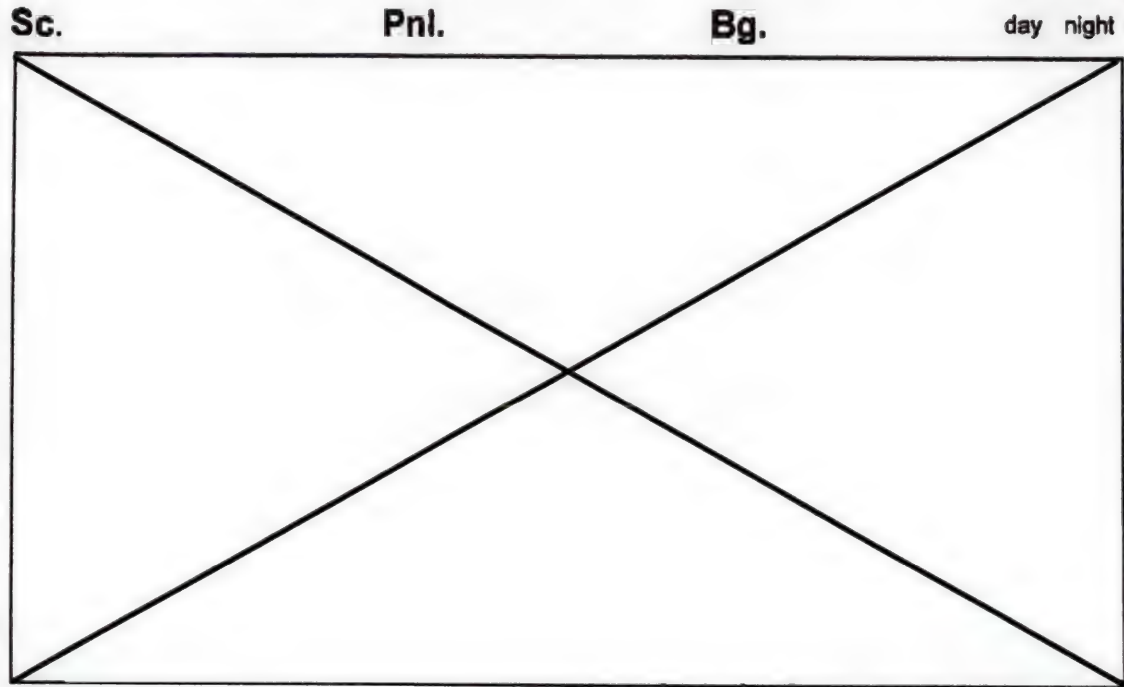
1034/240

Production :

1034/240



ADVENTURE TIME



Dialog:	<u>FP:</u> SHE'S CLEAN!
Action:	NOV 12 2015
Timing:	

1034-240

EPISODE #

1034/240

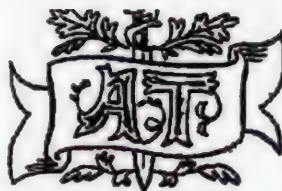
Production :

1034/240

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1034/240

# ADVENTURE TIME



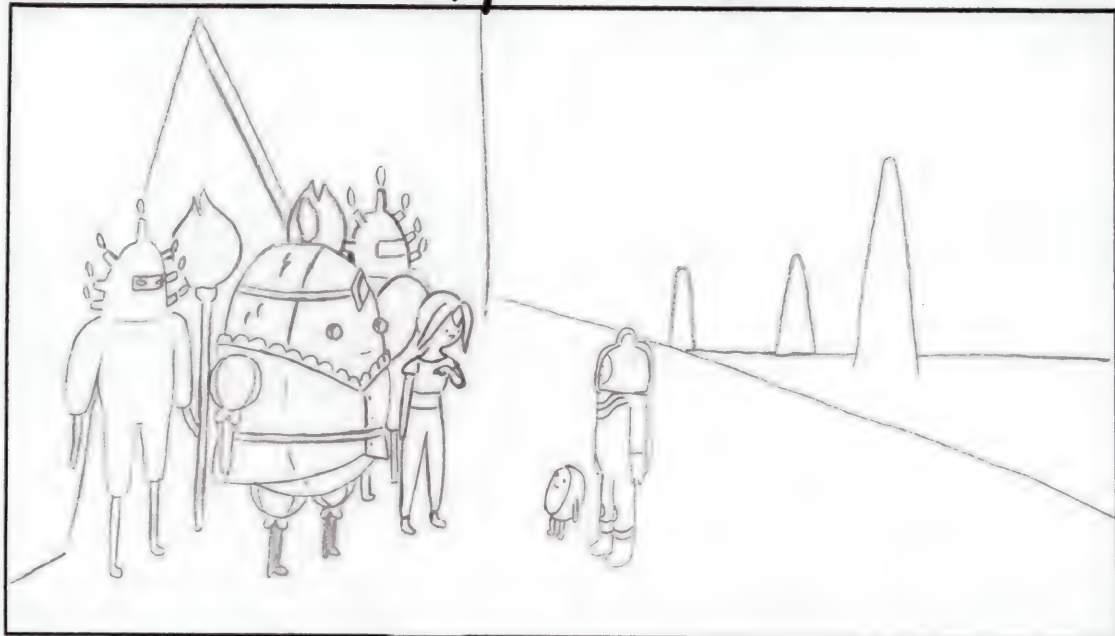
Page 109

Sc. 68

Pnl. A

Bg.

day night



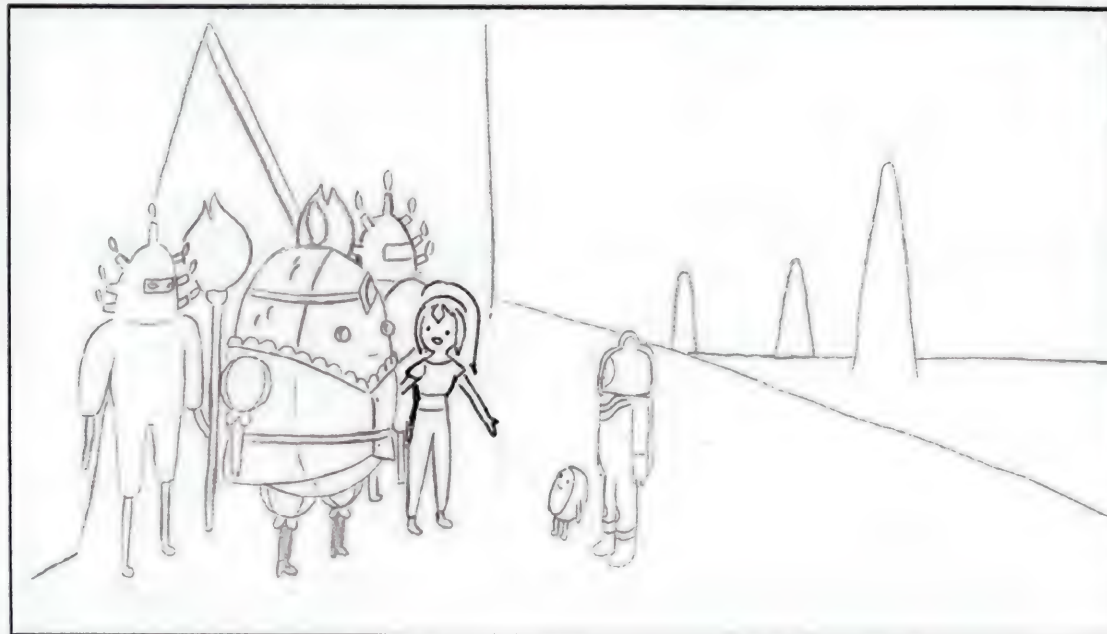
Sc.

68 cont

Pnl. B

Bg.

day night



Dialog:

FP: GO HAVE FUN WITH YOUR NEW FRIEND,  
CB.

Action:

S.P.

NOV 12 2015

Timing:

1034-240

EPISODE #

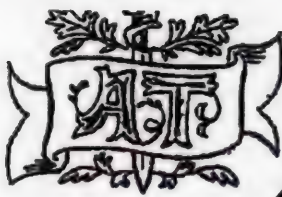
1034/240

Production :

1034/240



# ADVENTURE TIME

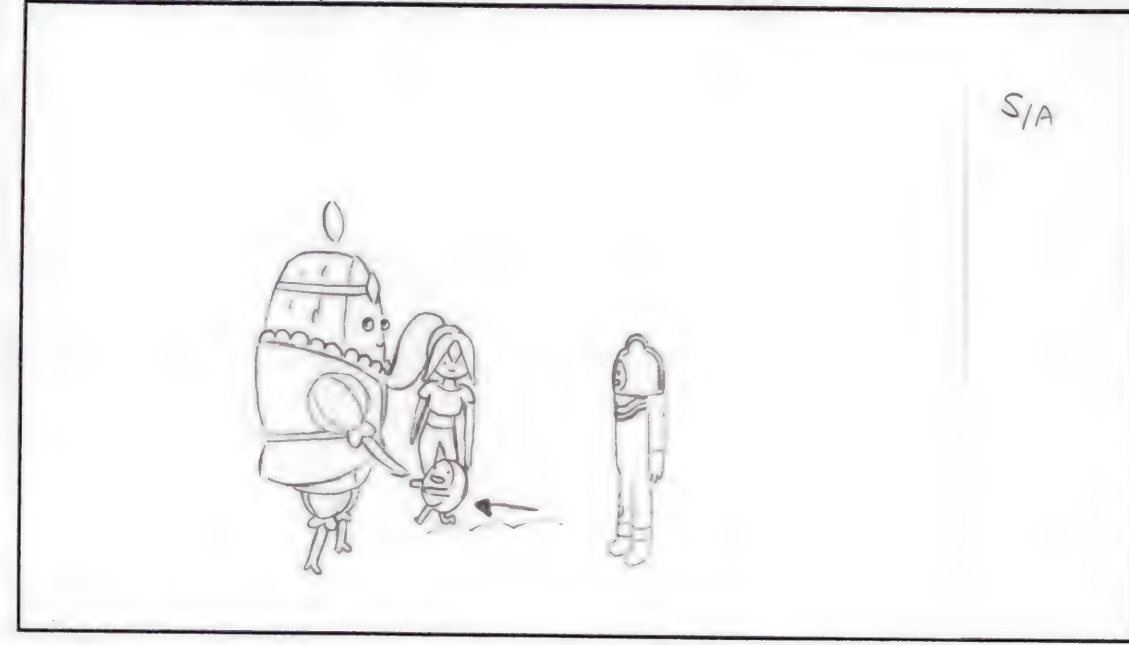


Page 110

Sc. 68 cont Pnl. C

Bg.

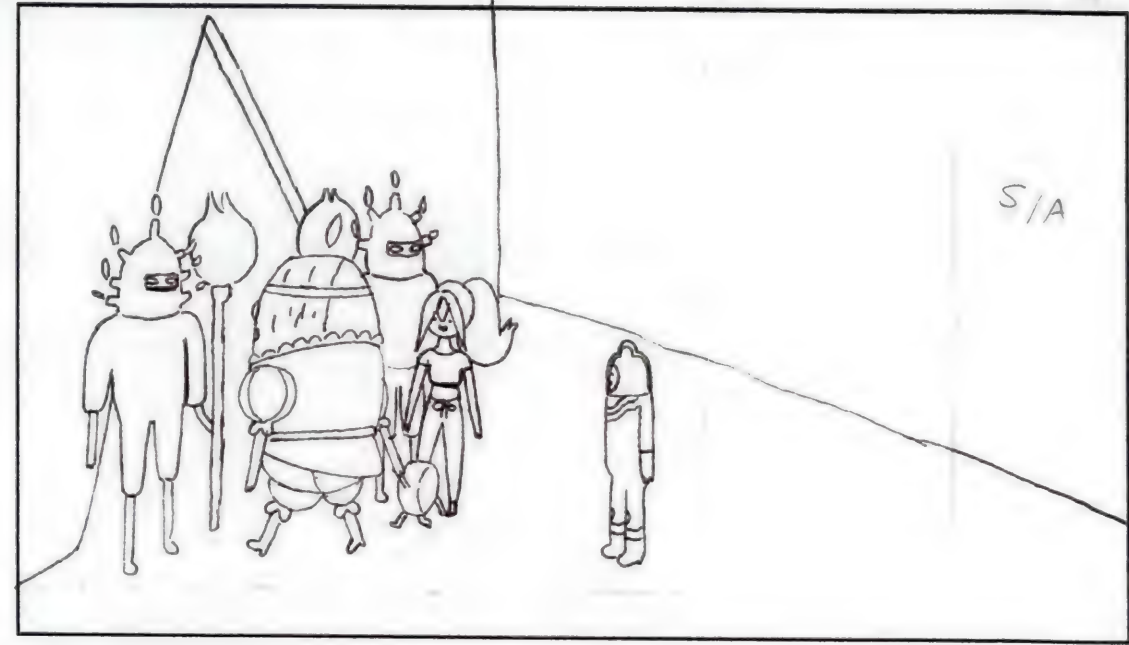
day night



Sc. 68 cont Pnl. D

Bg.

day night



Dialog:	<u>CB</u> : COME SQUIRE--
Action:	NOV 12 2015
Timing:	

1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240

# ADVENTURE TIME



Page

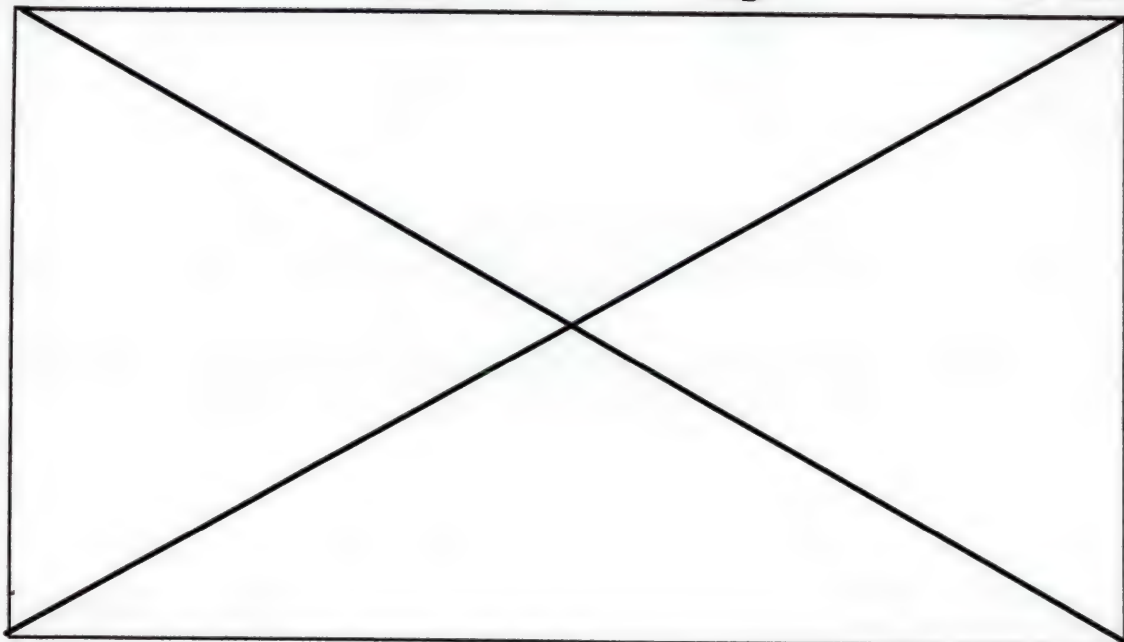
III

Sc.

Pnl.

Bg.

day night



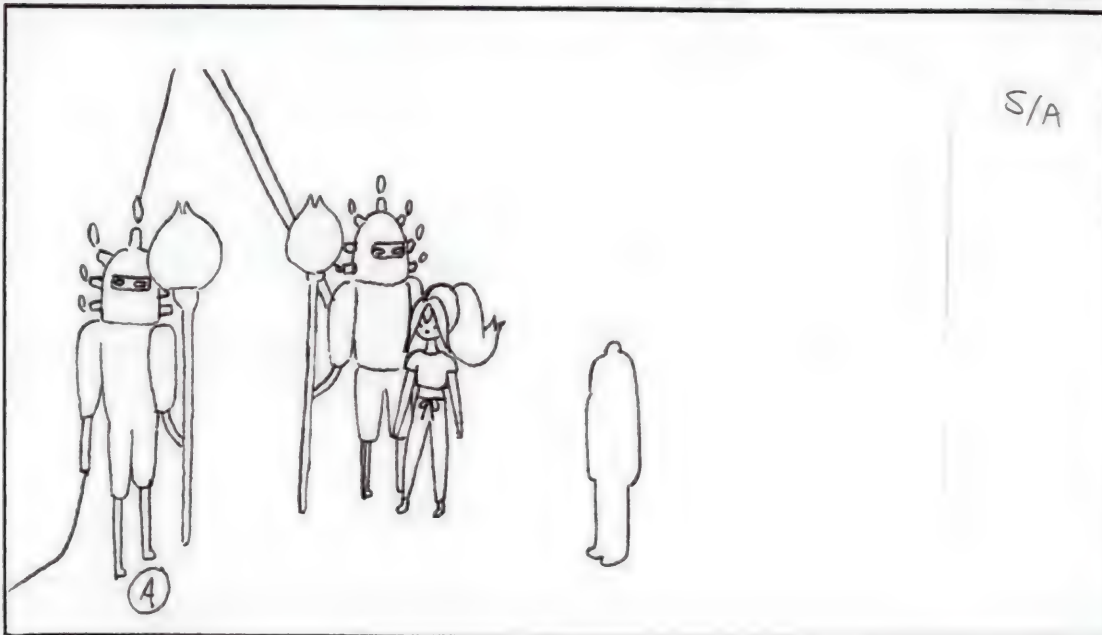
Sc.

68 cont

Pnl. E

Bg.

day night



Dialog:

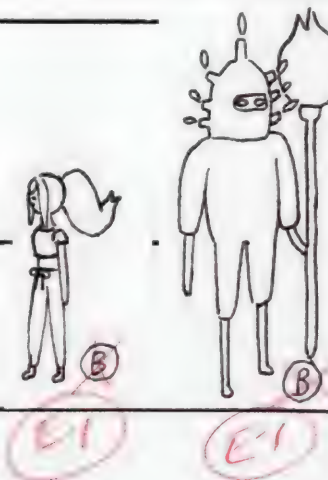
CB: I'LL SHOW YOU  
OUR BEAUTIFUL PALACE

Action:

- CB + RB WALK OFF/S.

NOV 12 2015

Timing:



1034-240

EPISODE #

1034/240

Production :

1034'240

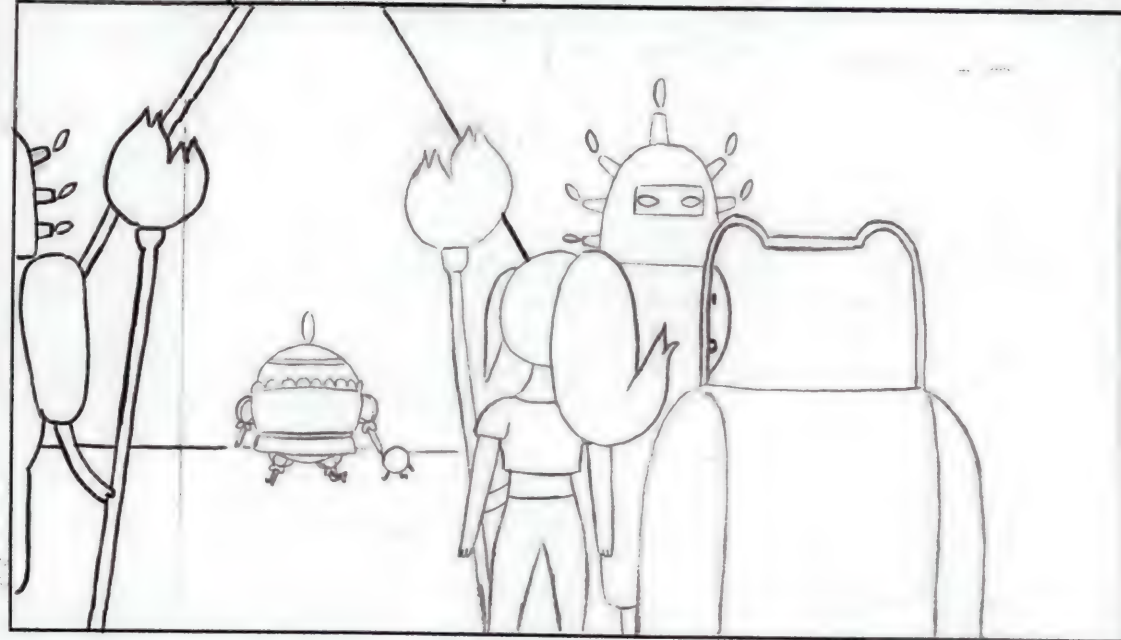


# ADVENTURE TIME

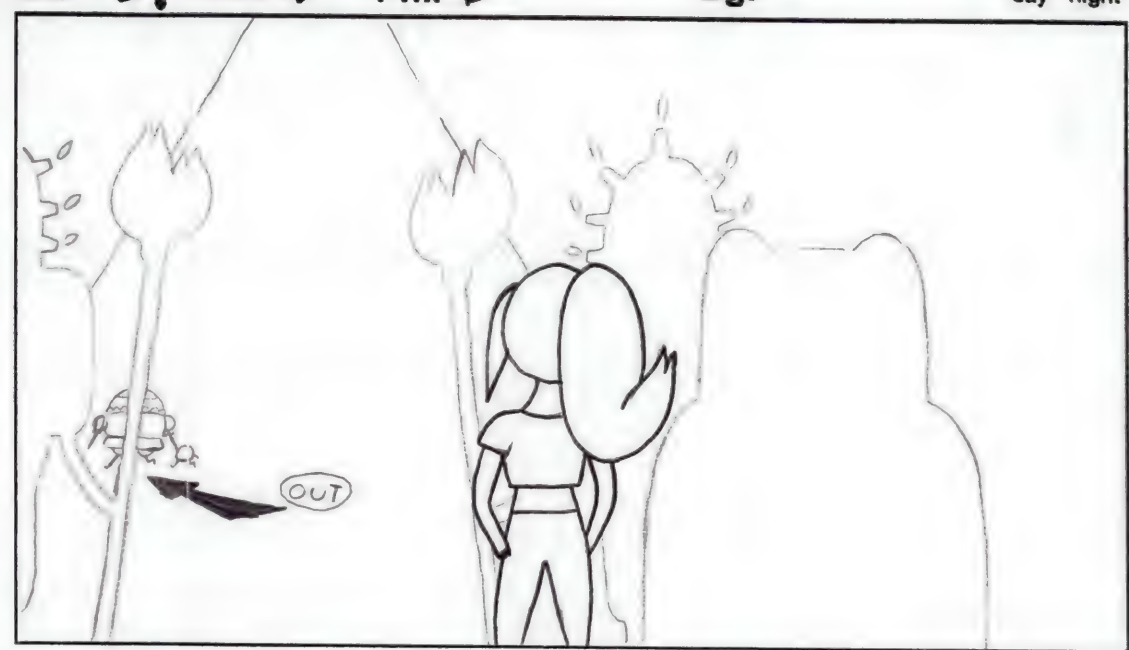


Page 112

Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. B Bg. day night



Dialog:	<u>F:</u> ALL RIGHT THEN...
Action:	-CB+ B3 WALK INTO THE DISTANCE BEAT.
Timing:	NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

# ADVENTURE TIME

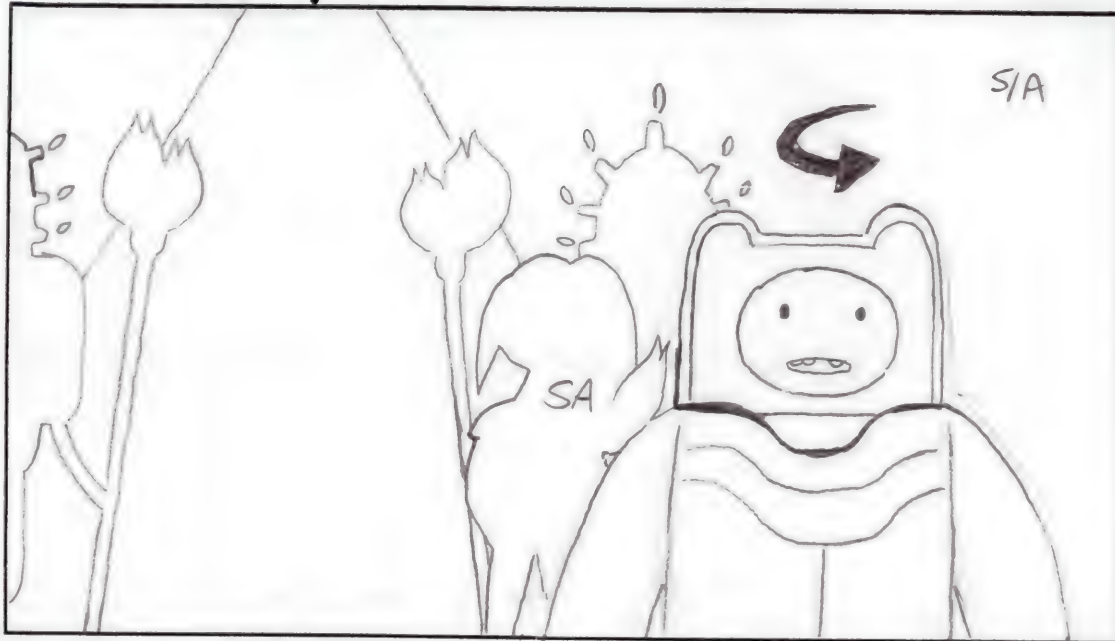


Page 143

Sc. 69 cont Pnl. C

Bg.

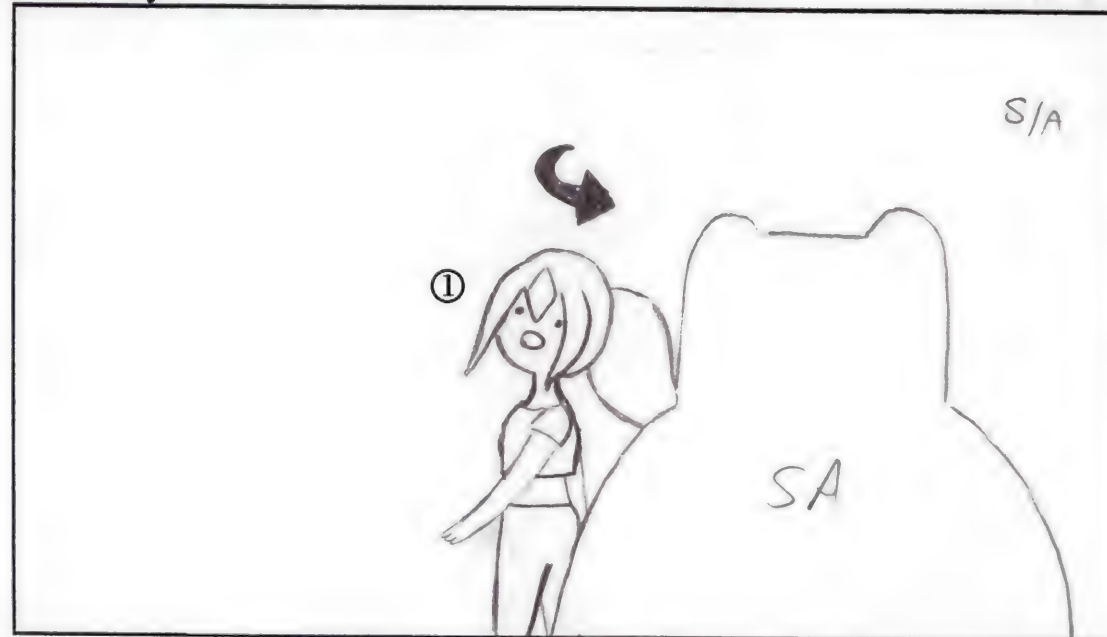
day night



Sc. 69 cont Pnl. D

Bg.

day night



Dialog: F: SEE YA

FP: Finn wait!

Action: - F. TURNS TO LEAVE.

Timing:



NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

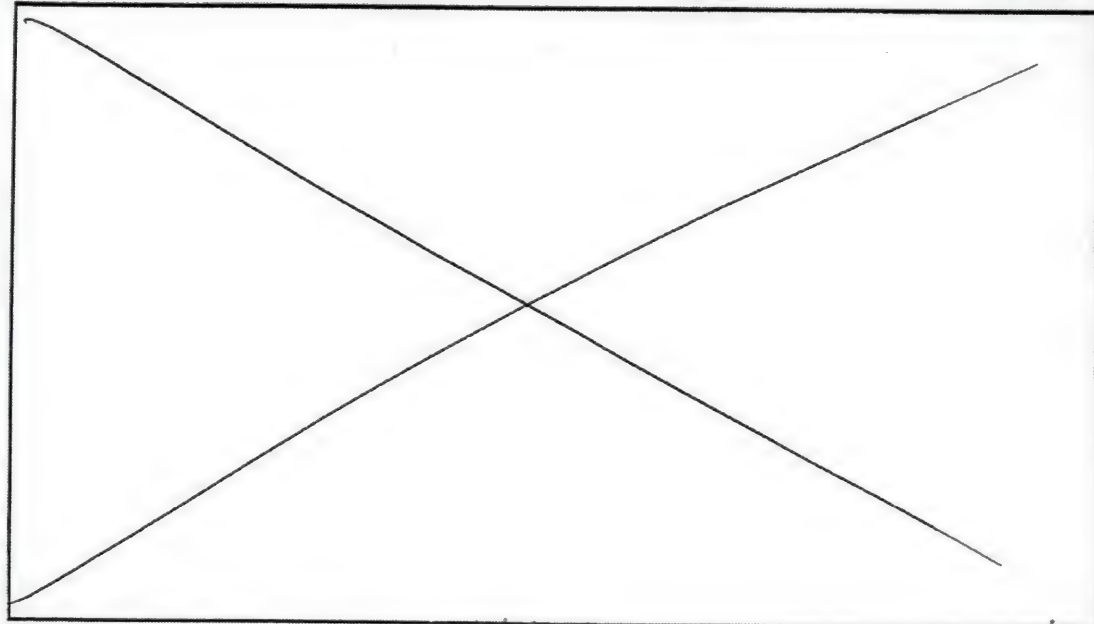


# ADVENTURE TIME

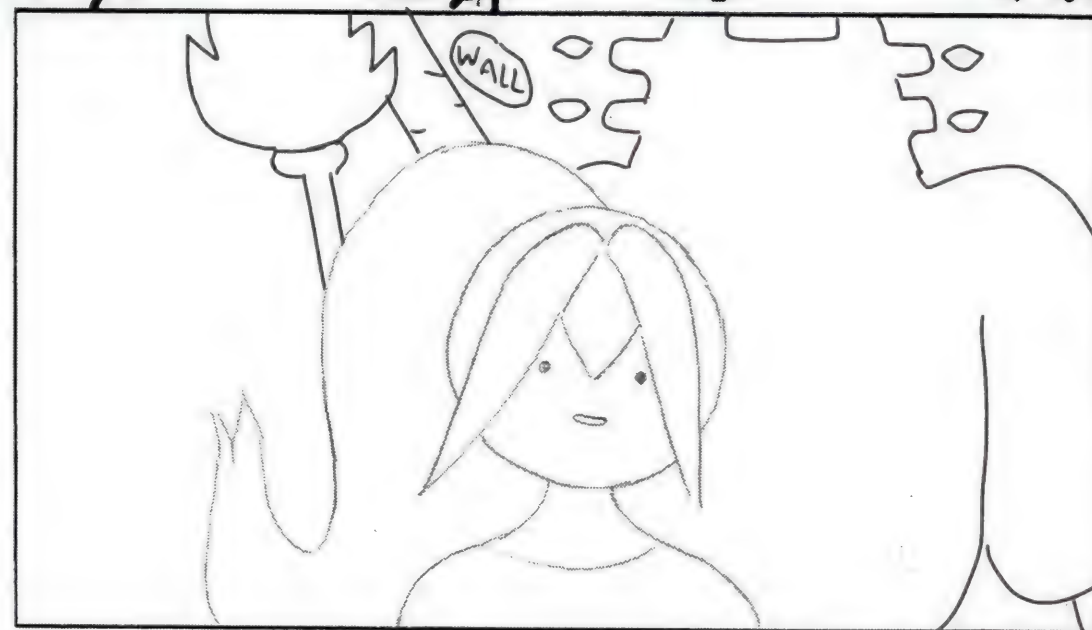


Page 114

Sc. Pnl. Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034'240

1034/240

# ADVENTURE TIME



Page 115

Sc. 70 CONT

Pnl. B

Bg.

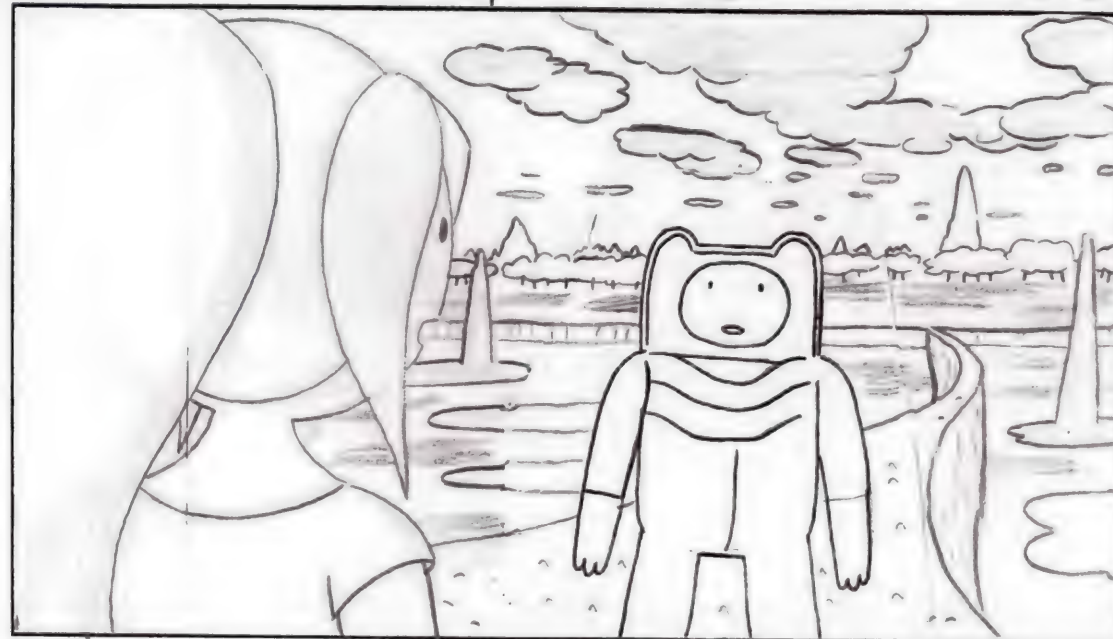
day night

Sc. 71

Pnl. A

Bg.

day night



Dialog:

FP: YOU DON'T HAVE TO RUN OFF  
LIKE THAT.

FP: WE CAN HANG OUT IF  
YOU GOT TIME.  
(F) REALLY?

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production :

1034'240



ADVENTURE TIME



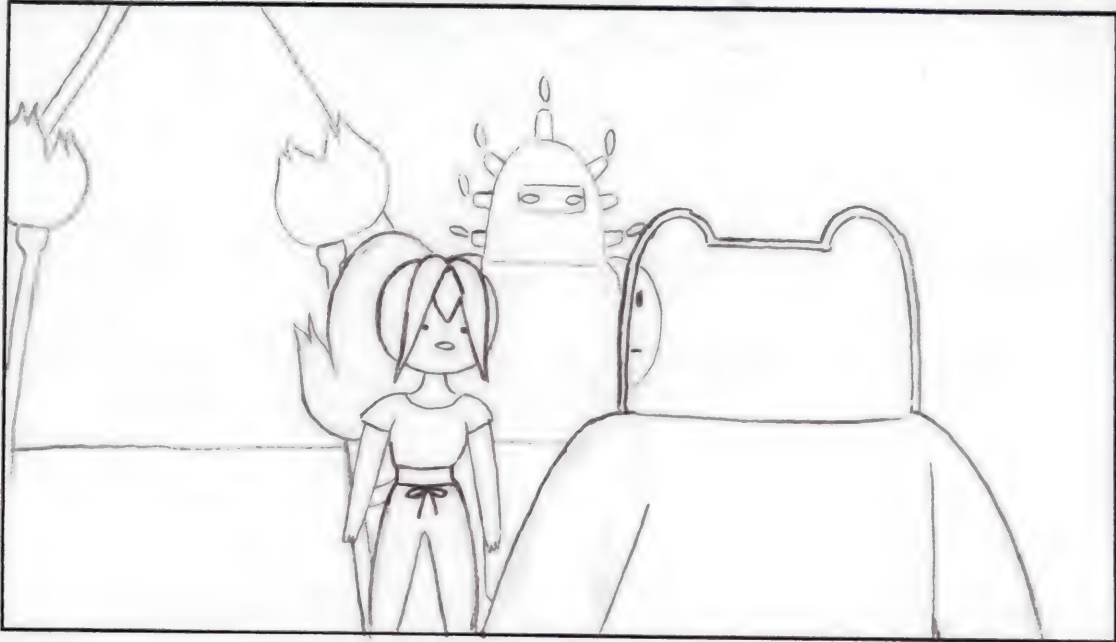
Page 116

Sc. 72

Pnl. A

Bg.

day night

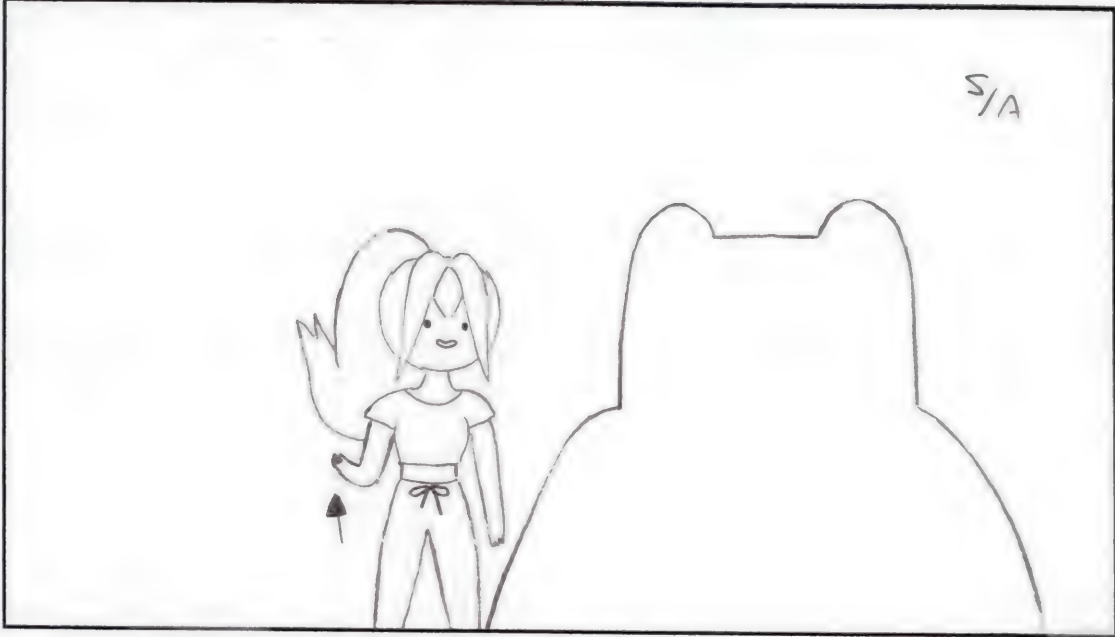


Sc. 72 cont

Pnl. B

Bg.

day night



Dialog:	I HAVE A LIGHT SCHEDULE TODAY.
Action:	
Timing:	

NOV 12 2015

11034/240

EPISODE # 1034-240

11034/240

Production :

11034/240

ADVENTURE TIME



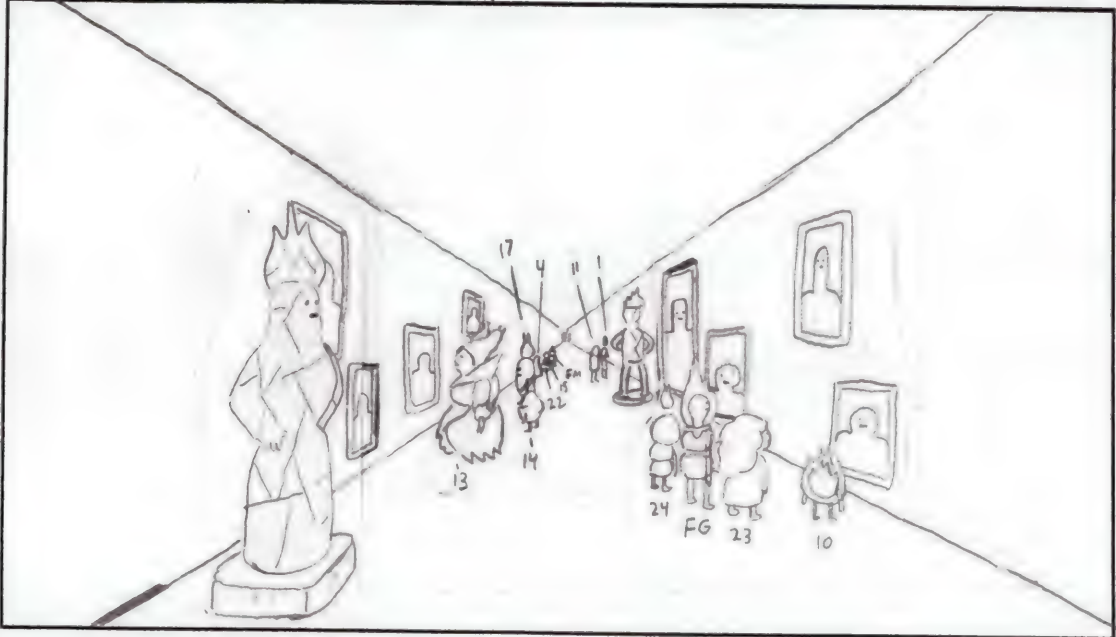
Page 117

Sc. 73

Pnl. A

Bg.

day night

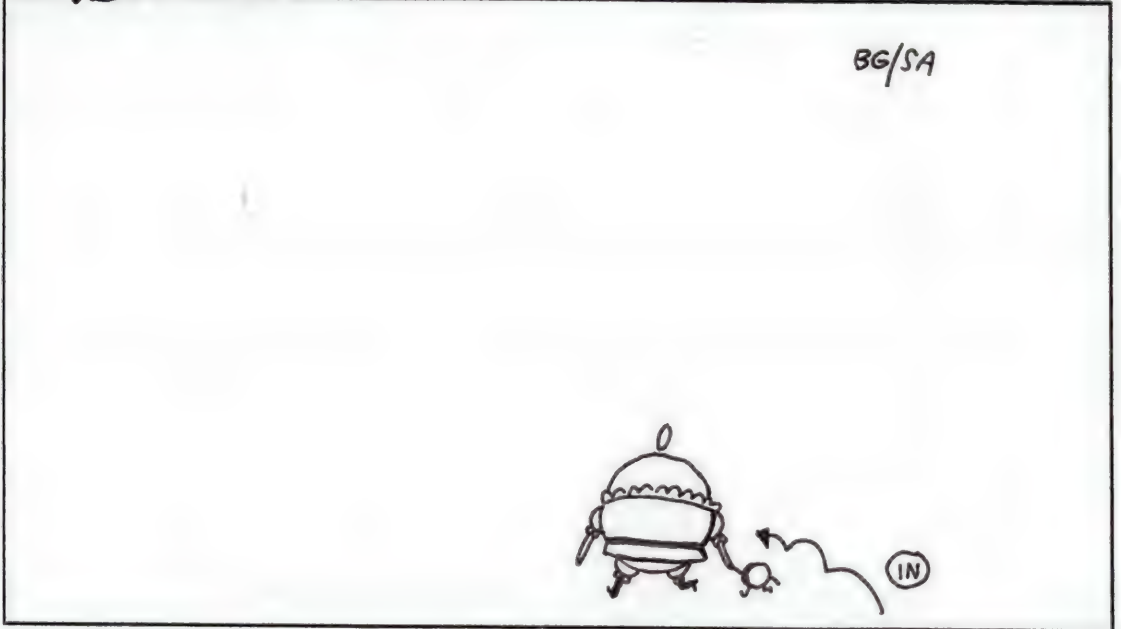


Sc. 73 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- CORRIDOR FULL of ROYAL PORTRAITS.

- CB + BB WALK ON/S.

NOV 12 2015

Timing:

EPISODE # 1034-240

Production :

1034/240

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1034/240

1034/240



# ADVENTURE TIME

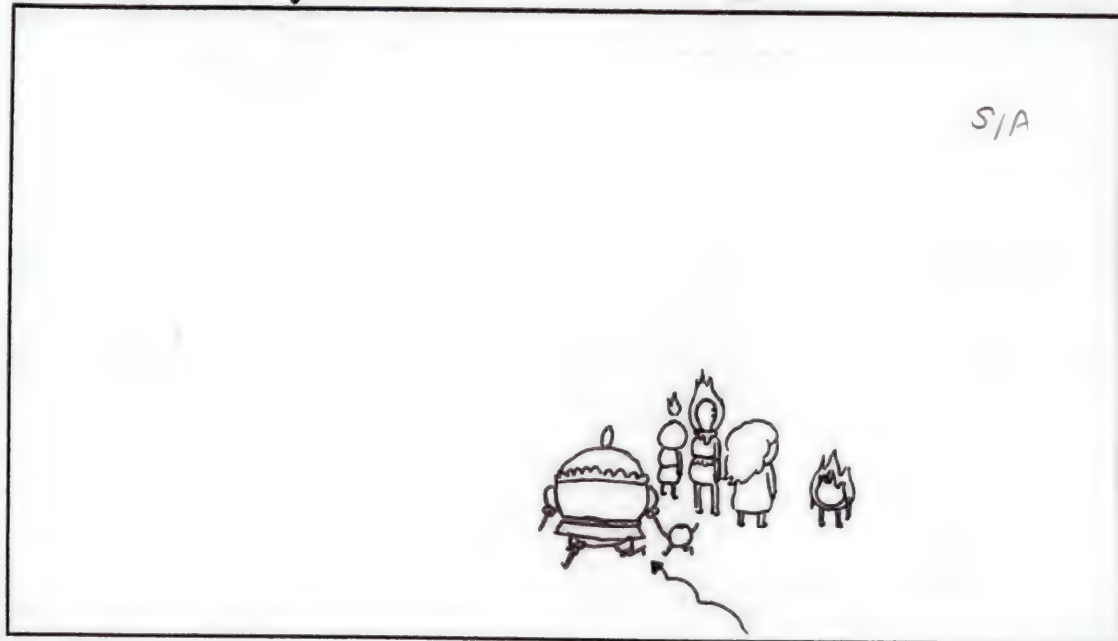


Page 118

Sc. 73 CONT Pnl. C

Bg.

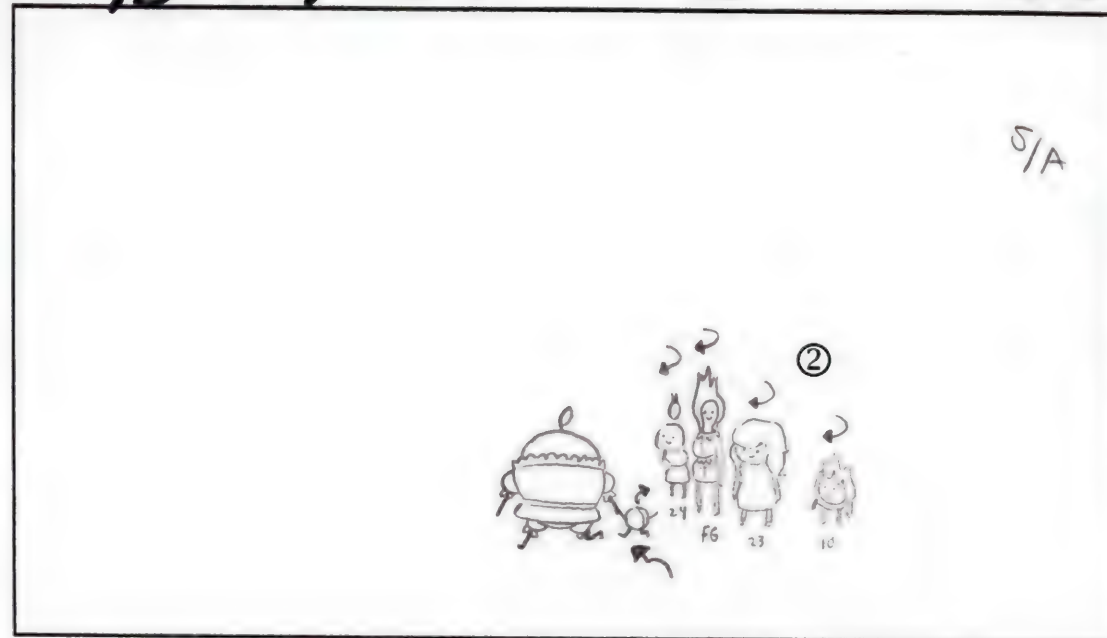
day night



Sc. 73 CONT Pnl. D

Bg.

day night



Dialog: BB: Hi!!

BB: I'M BUN-BUN. I

Action: - BB

- BB keeping eye contact as she's waving.

- FIRE PEOPLE SMILE AT BB.

Timing:

NOV 12 2015



1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

# ADVENTURE TIME



Page 19

Sc. 73 CONT Pnl. E

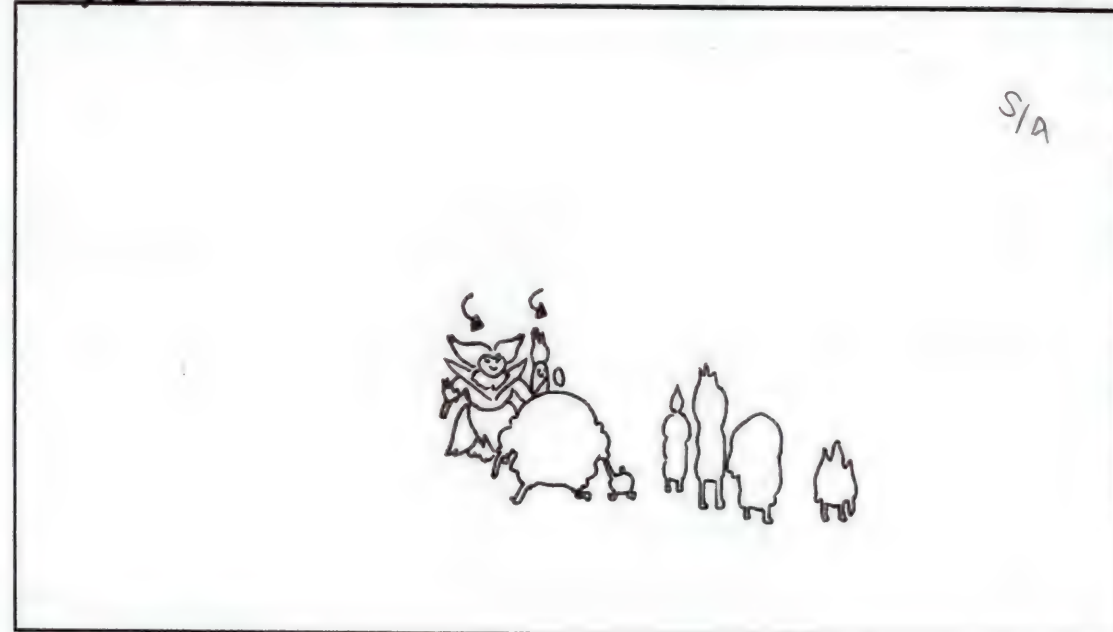
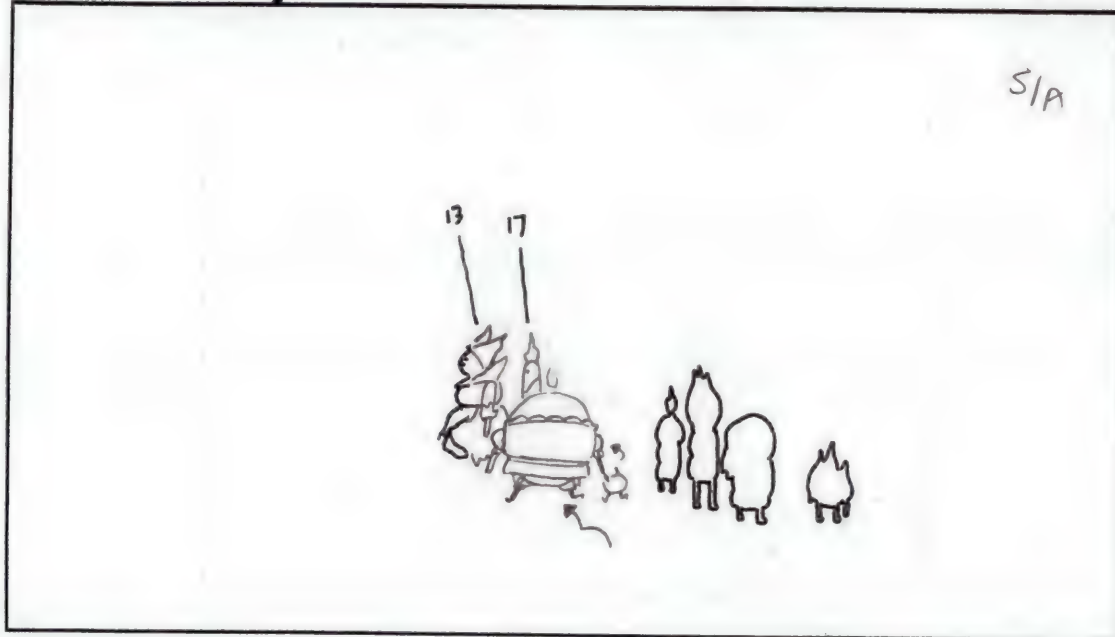
Bg.

day night

Sc. 73 CONT Pnl. F

Bg.

day night



Dialog:	<u>BB</u> : HIYA! I'M BUN-BUN!
Action:	- BB TURNS TOWARD #13 AND WAVES.
Timing:	

NOV 12 2015

1034/240

1034-240

EPISODE #

1034/240

Production :

1034'240

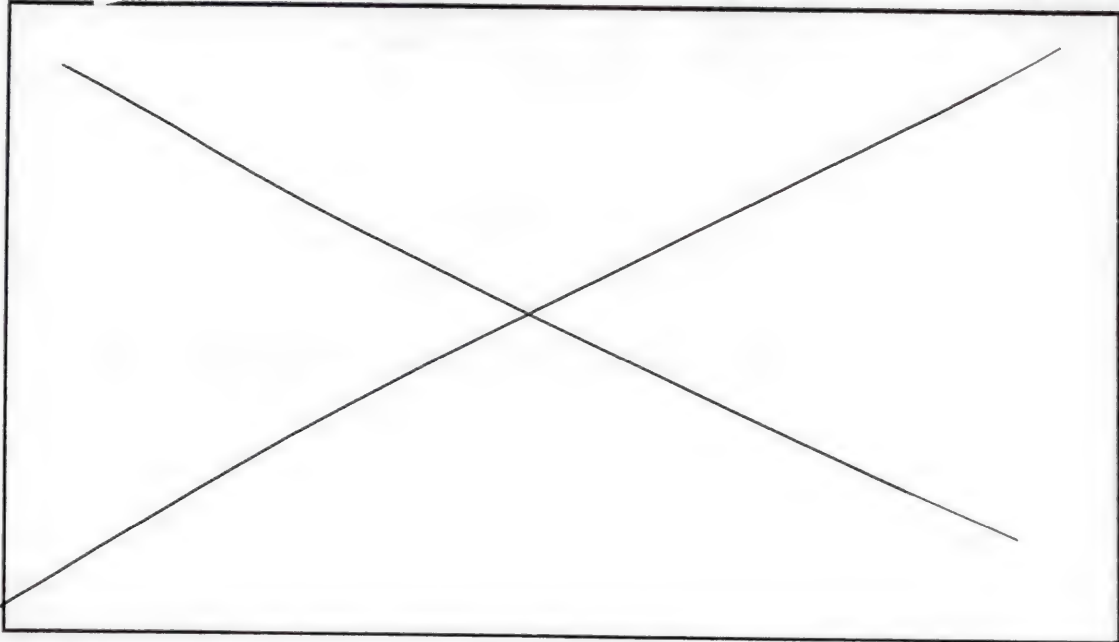


ADVENTURE TIME

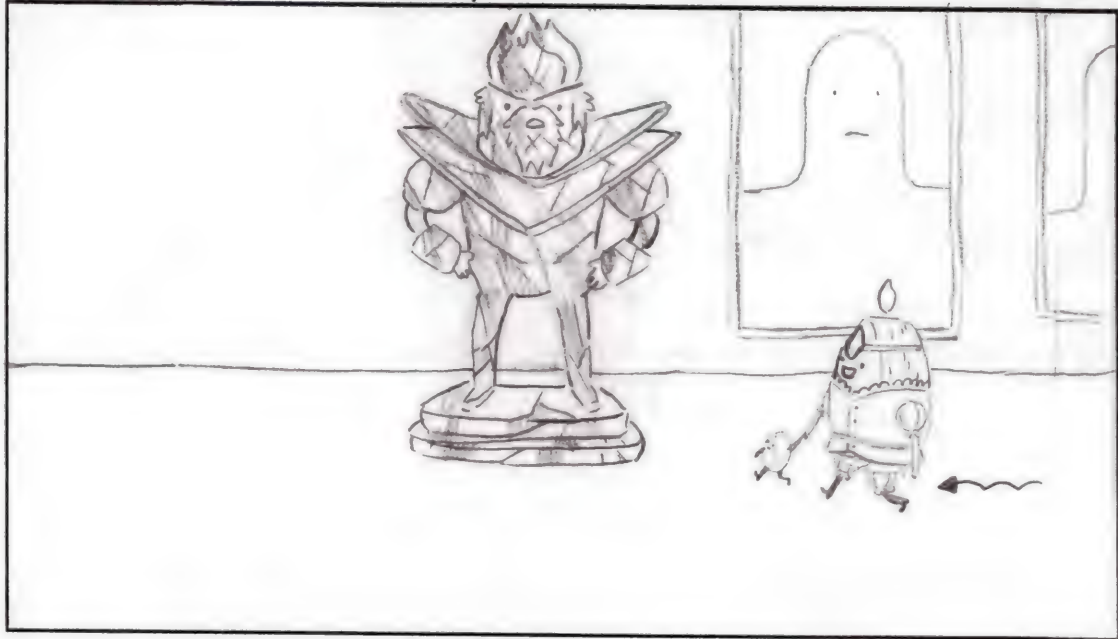


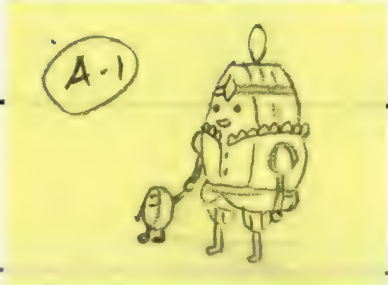
Page 1270

Sc. Pnl. Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:	<u>CB</u> : This is the <i>STATUE</i> OF THE 3RD FLAME KING.
Action:	
Timing:	NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

1034/240

# ADVENTURE TIME

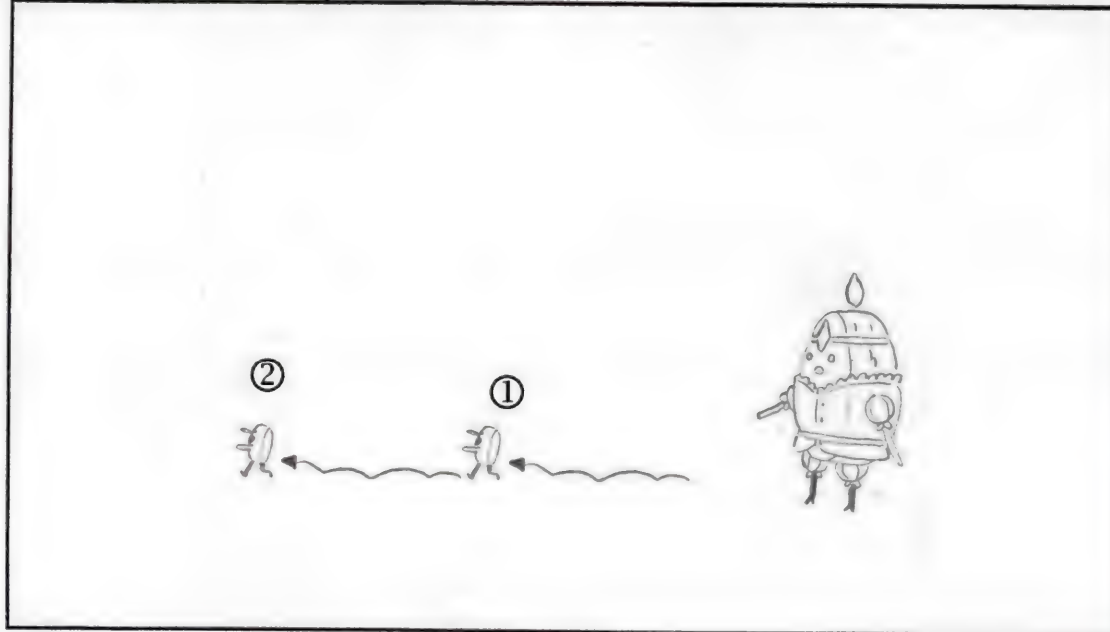


Page 121  
day night

Sc. 74 *cont* Pnl. B

Bg.

day night

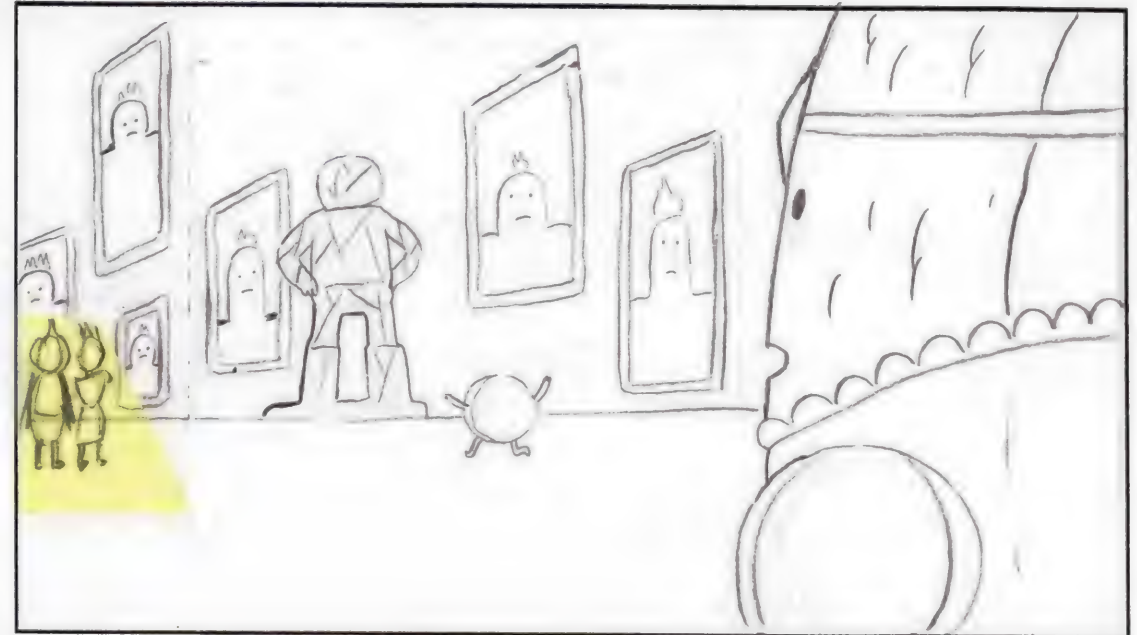


Sc. 75

Pnl. A

Bg.

day night



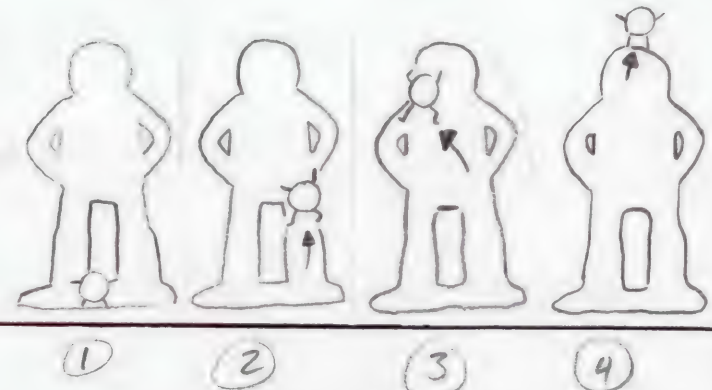
Dialog:

BB: OOO BUT THAT STATUE OVER THERE  
IS BIGGER!!

Action:

- BB SCAMPERS  
UP STATUE.

Timing:



NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240



# ADVENTURE TIME



Page 122

Sc. 76

Pnl. A

Bg.

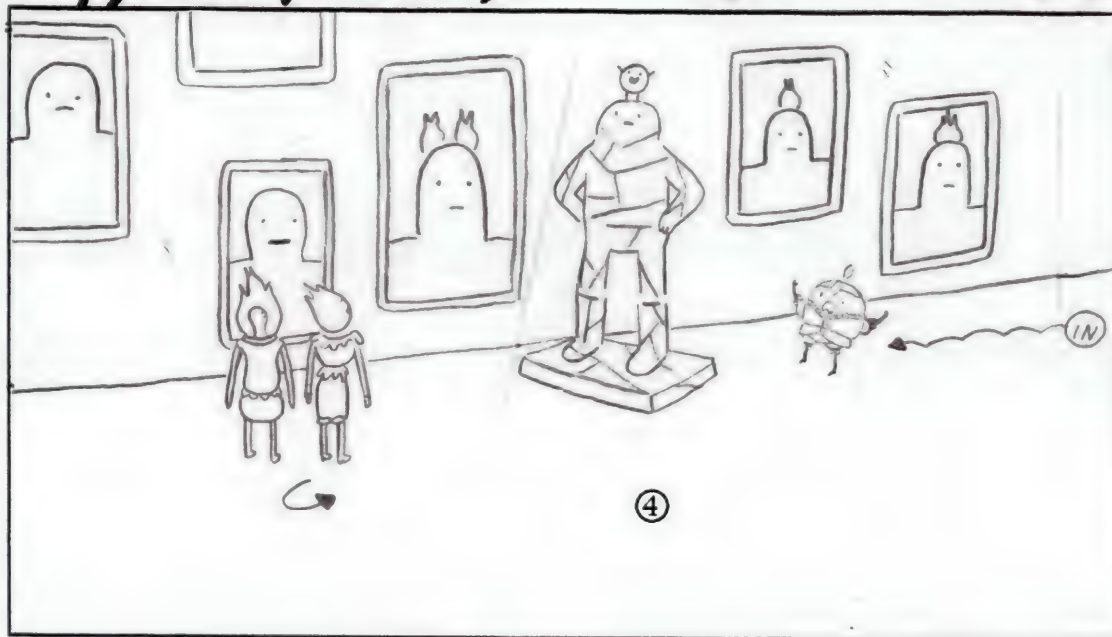
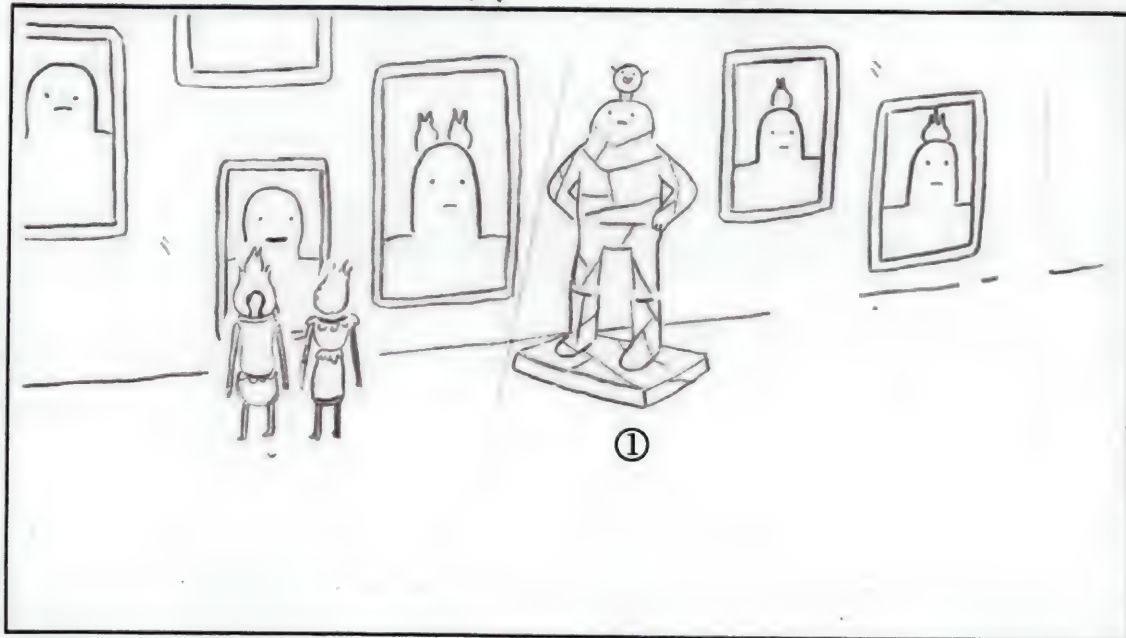
day night

Sc. 76 cont

Pnl. B

Bg.

day night

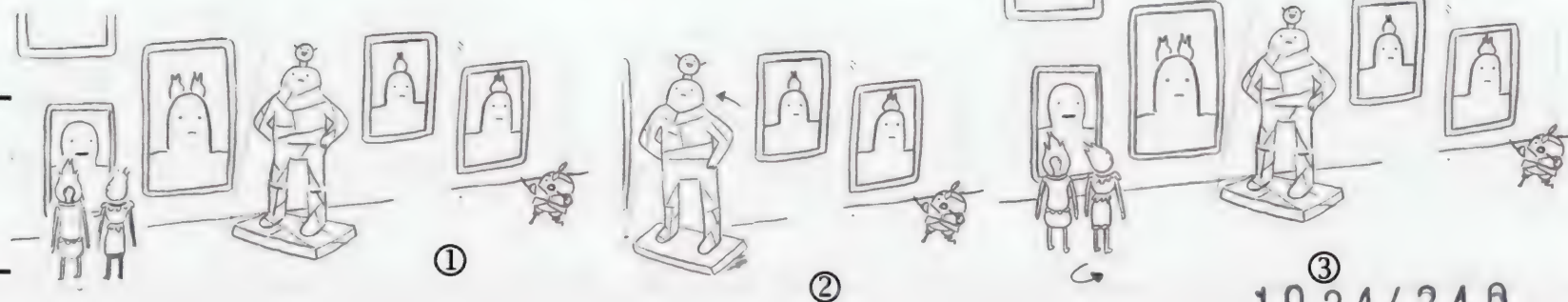
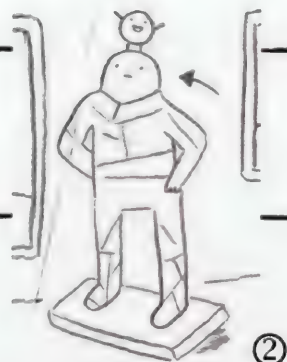


Dialog:

BB: AH YAH, YAH YAH!!

Action:

Timing:



1034/240

1034-240

EPISODE #

1034/240

NOV 12 2015

1034/240

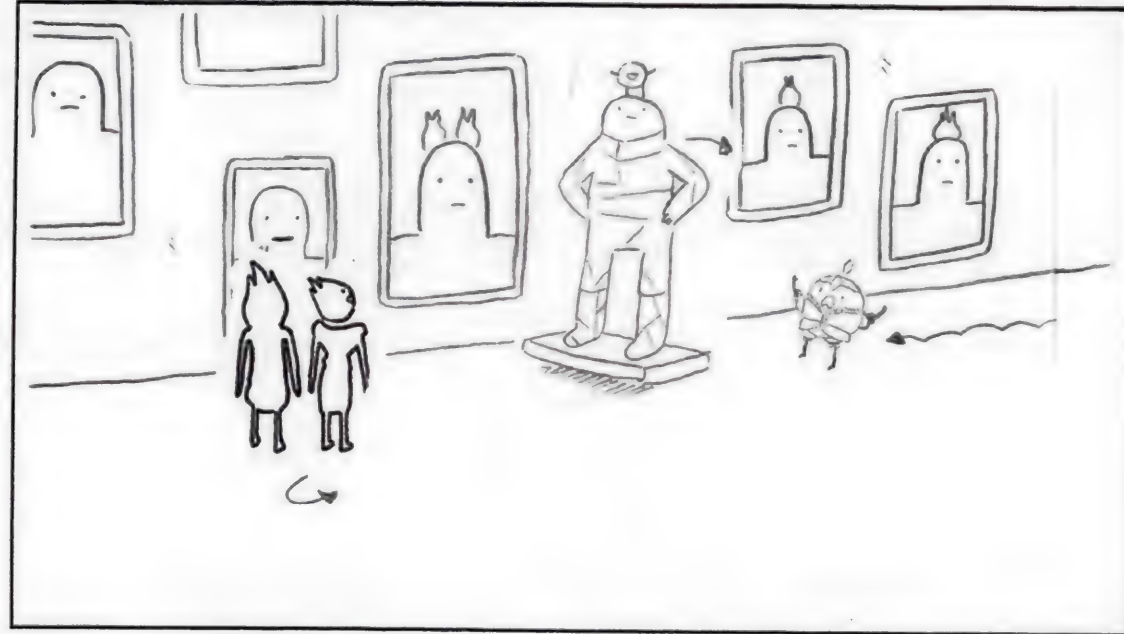
# ADVENTURE TIME



Sc. **76 cont** Pnl. **C**

Bg.

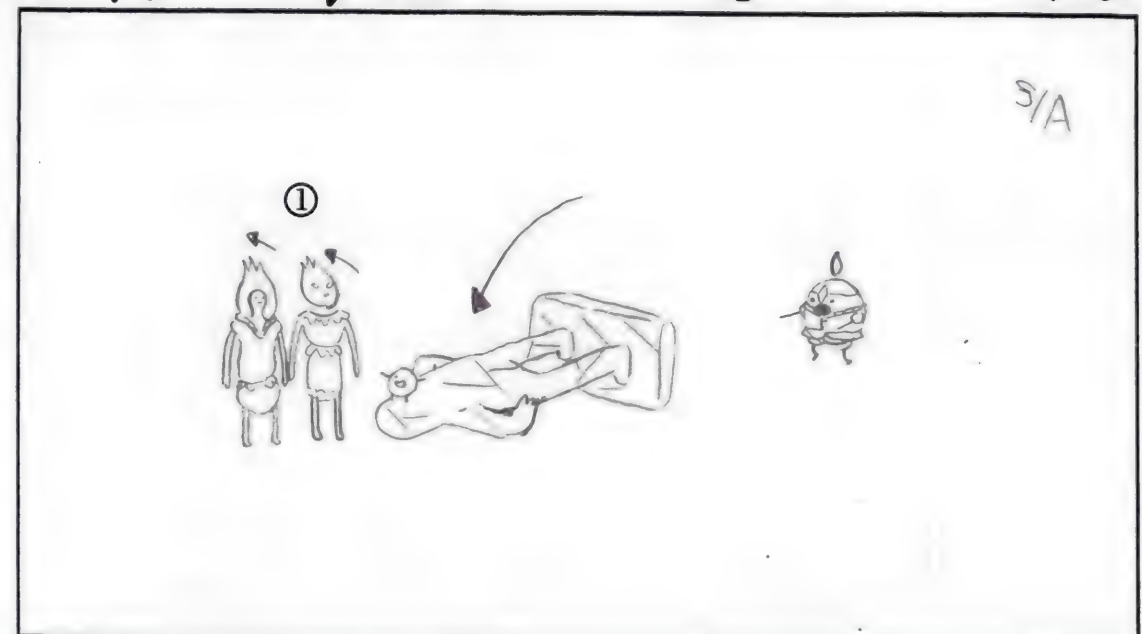
day night



Sc. **76 cont** Pnl. **D**

Bg.

day night



Dialog:

CB: BE CAREFUL BUNBUN

SFX:

\* CLUNK \*

BB: HA HA WHOOPS!

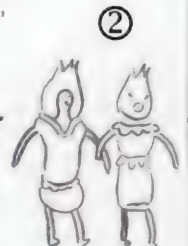
Action: - STATUE SWAYS BACK AND FORTH.



- FP #11, #1 HOP OUT OF THE WAY.

- STATUE HITS GROUND

NOV 12 2015



Timing:

1034-240

EPISODE #

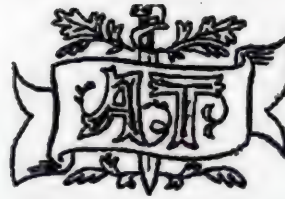
1034/240

Production :

1034/240



# ADVENTURE TIME

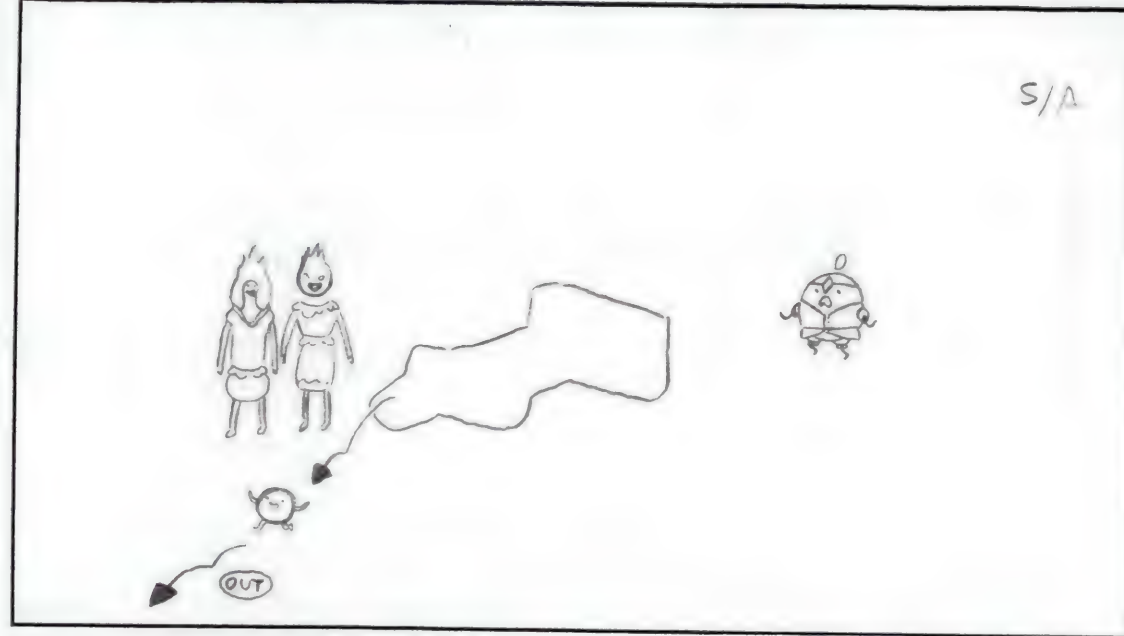


Page 124  
day night

Sc. 76 const Pnl. E

Bg.

day night

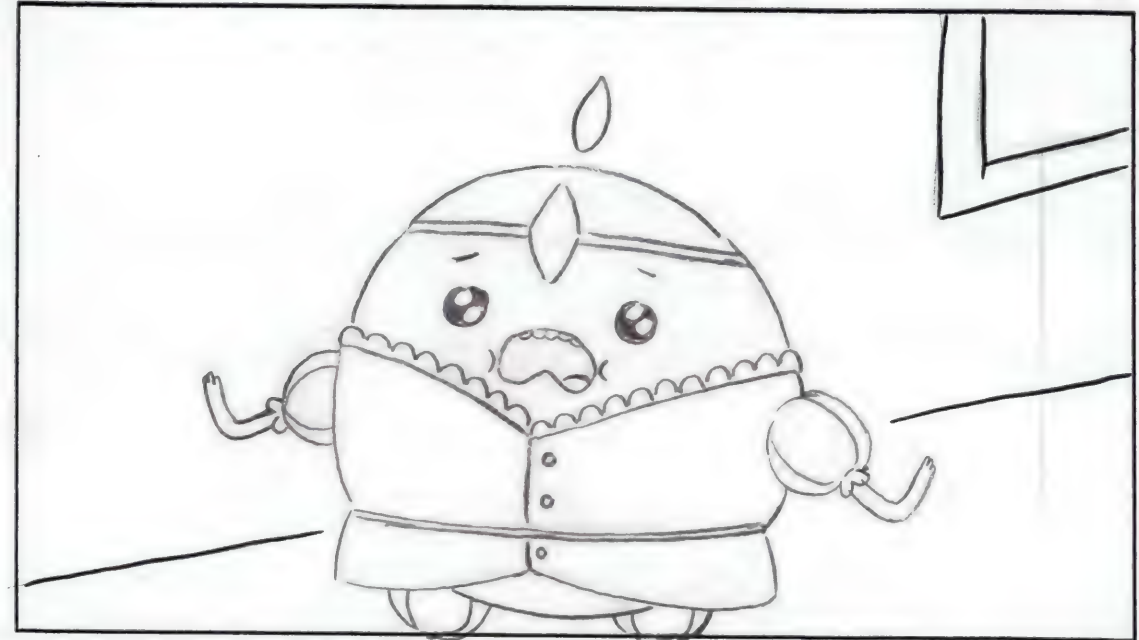


Sc. 77

Pnl. A

Bg.

day night



Dialog: FP 11+ 1: [LAUGHS]

C.B.: BUNBUN!!

Action:

-BUN BUN RUNS OFF/S.

-CB IS HORRIFIED.

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production :

1034/240

1034/240

# ADVENTURE TIME

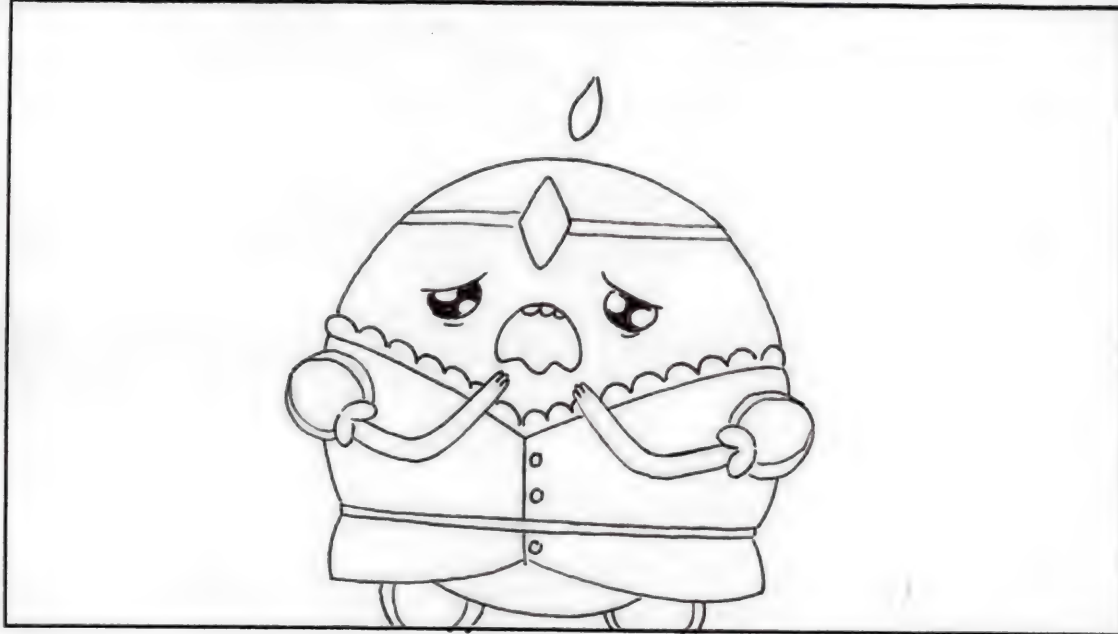


Page 125  
day night

Sc. 77 *CONT* Pnl. B

Bg.

day night

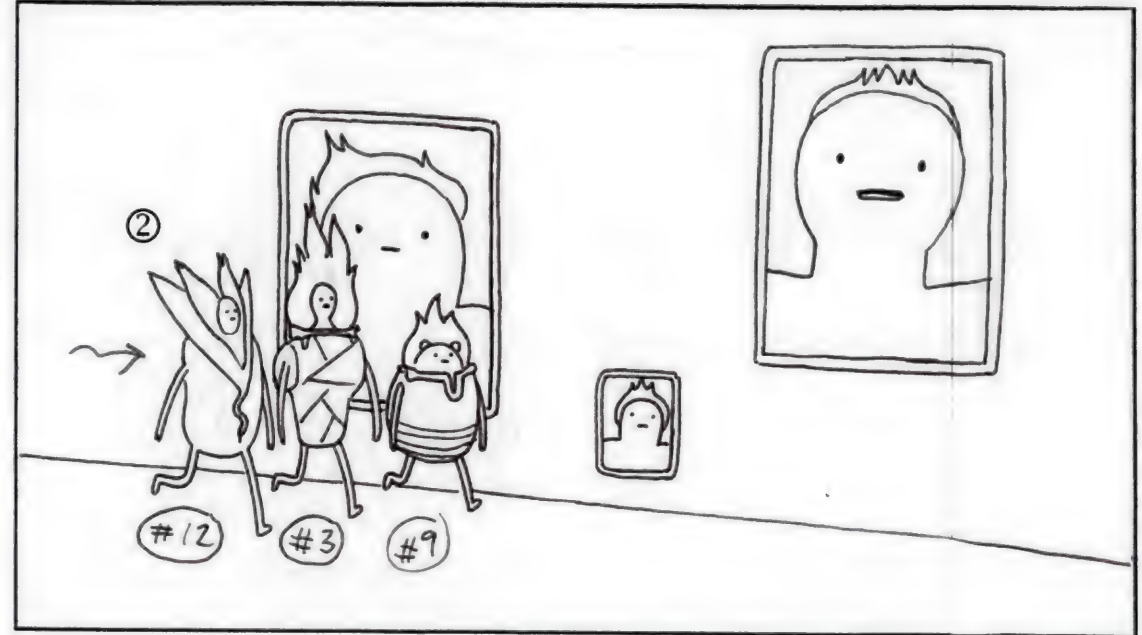


Sc. 78

Pnl. A

Bg.

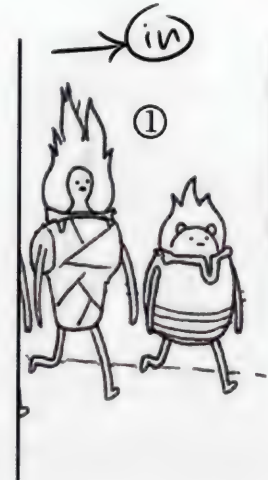
day night



Dialog:

Action:

Timing:



NOV 12 2015

1034-240

EPISODE #

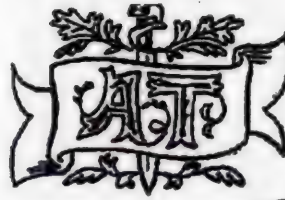
1034/240

Production :

1034/240

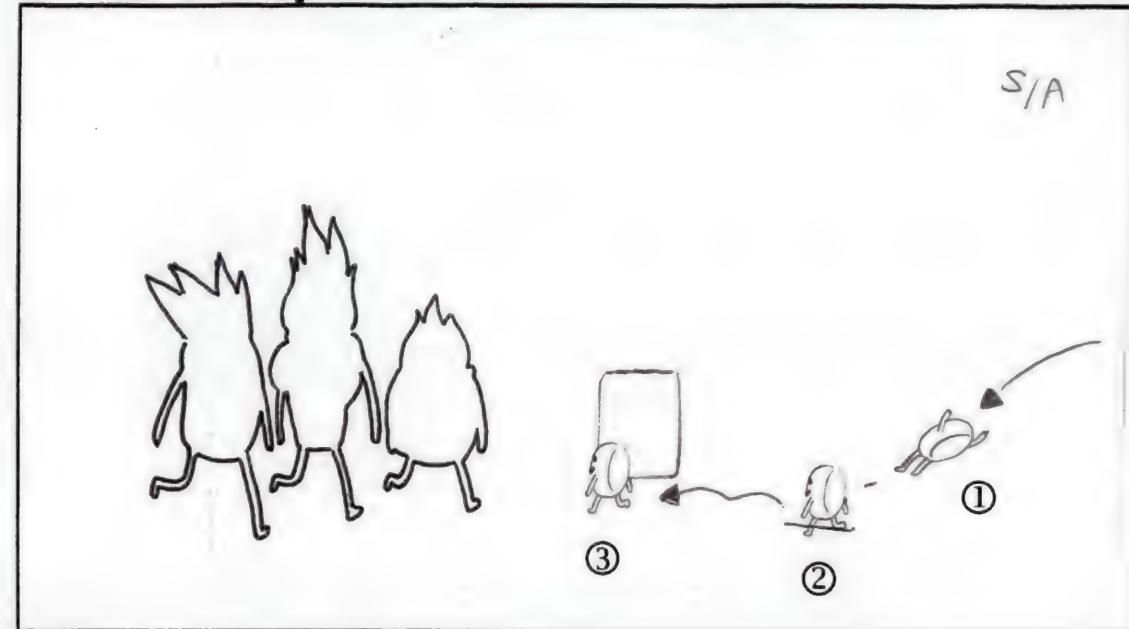


# ADVENTURE TIME

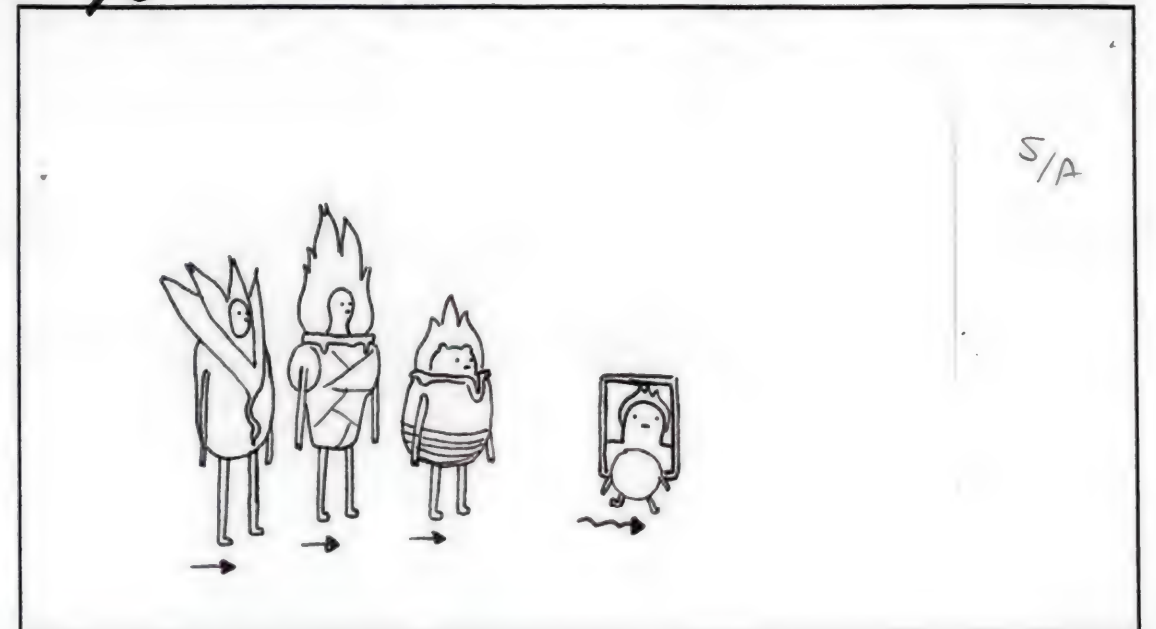


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Sc. 78 cont Pnl. B Bg. day night



Sc. 78 cont Pnl. C Bg. day night



Dialog:	
Action:	- BB JUMPS ON/S.
Timing:	

NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

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1034/240

# ADVENTURE TIME



Sc. 78 *cont* Pnl. *D*

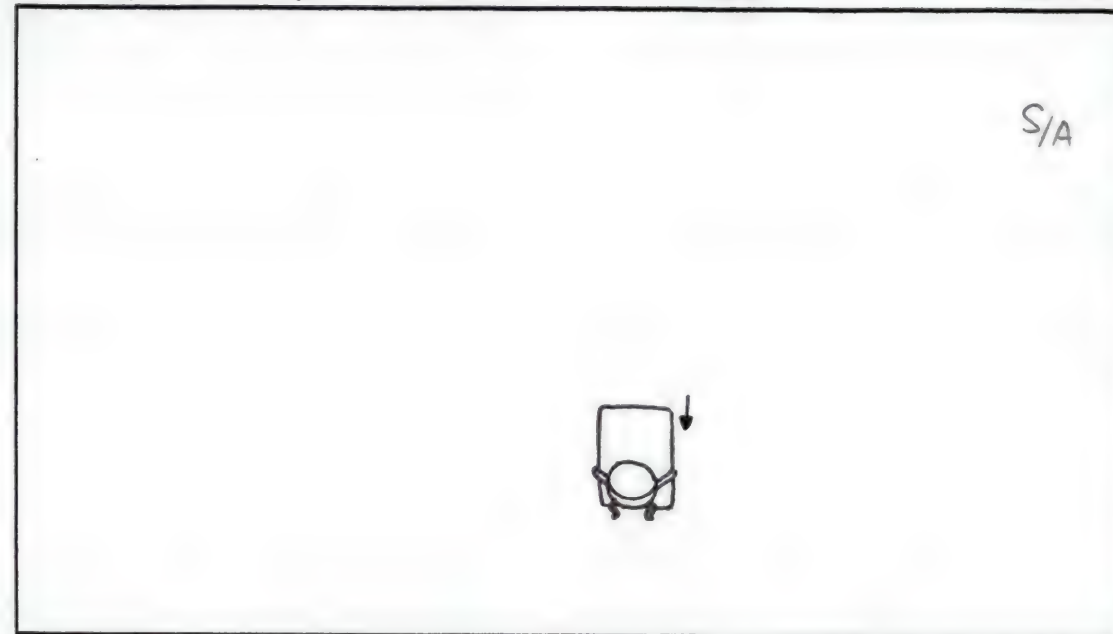
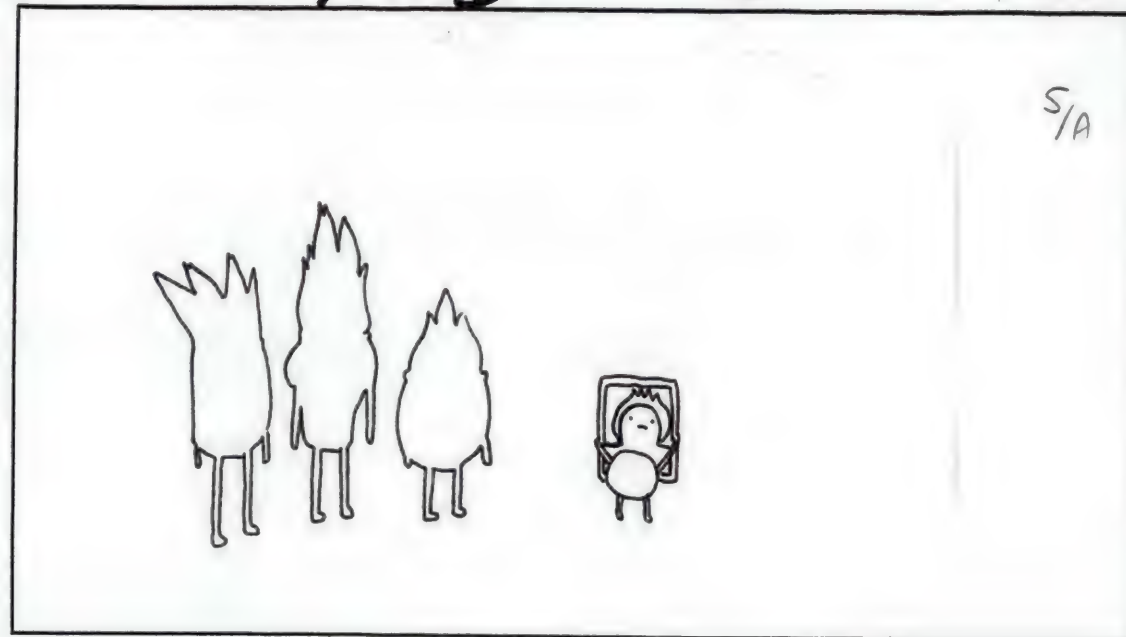
Bg.

day night

Sc. 78 *cont* Pnl. *E*

Bg.

Page *127*  
day night



Dialog:	
Action:	- BB GRABS PICTURE
Timing:	NOV 12 2015

EPISODE # 1034-240

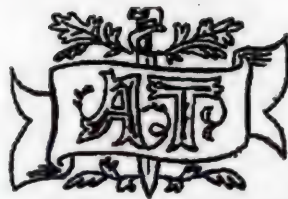
1034/240

Production :

1034/240



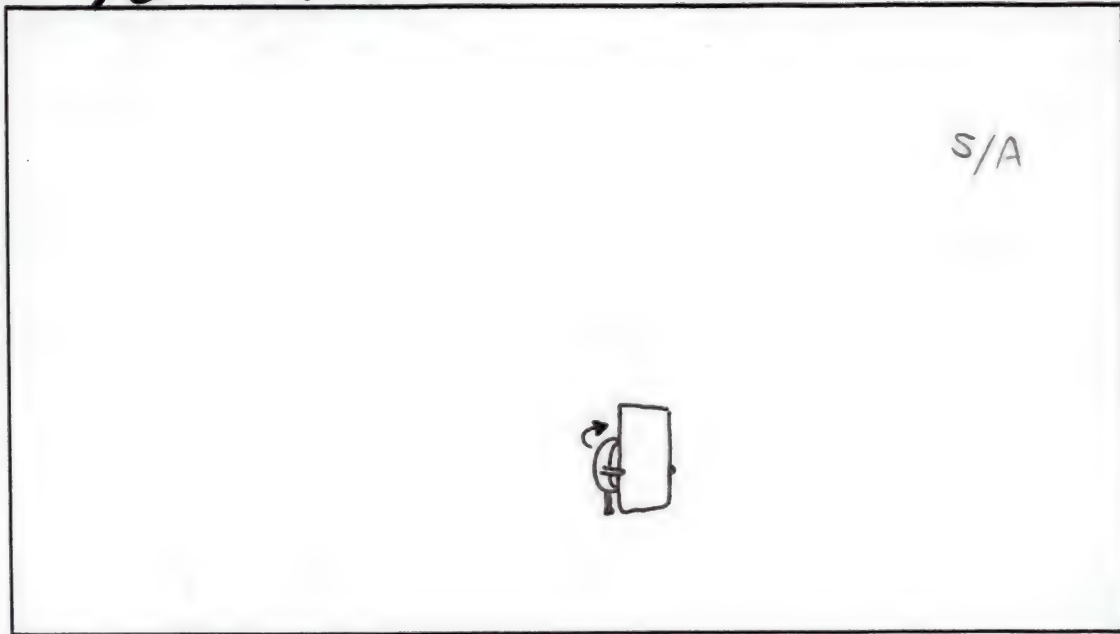
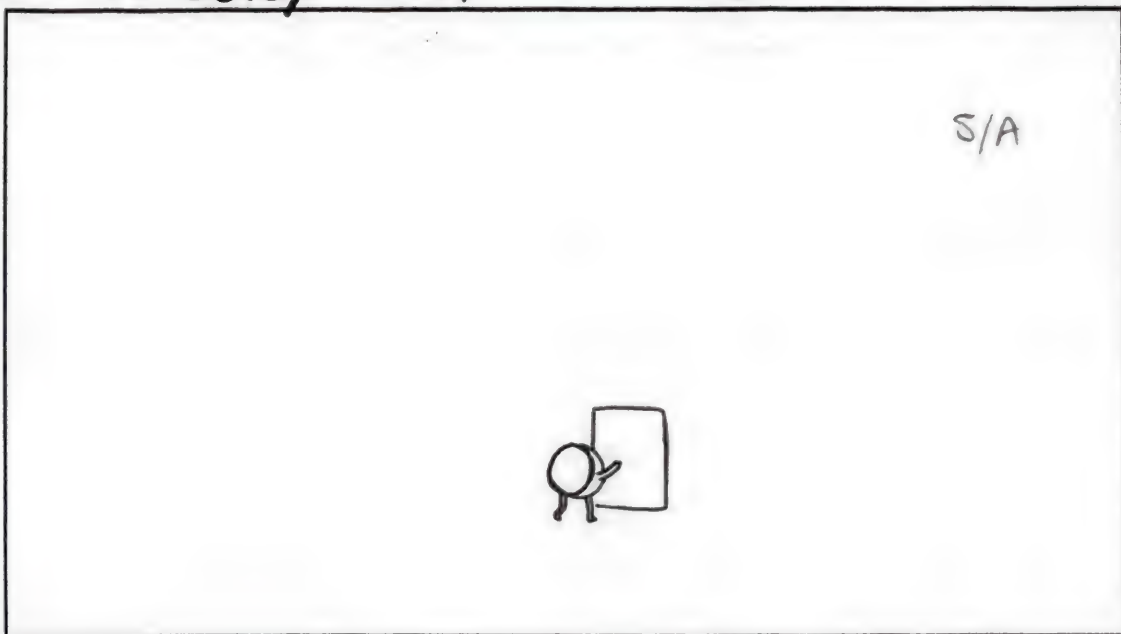
# ADVENTURE TIME



Page 128

Sc. 78 cont Pnl. F Bg. day night

Sc. 78 cont Pnl. G Bg. day night



Dialog:
Action:
Timing:

NOV 12 2015

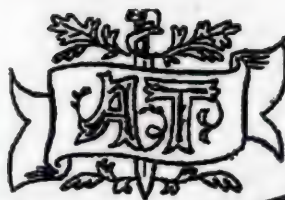
EPISODE # 1034-240

1034/240

Production :

1034/240

# ADVENTURE TIME

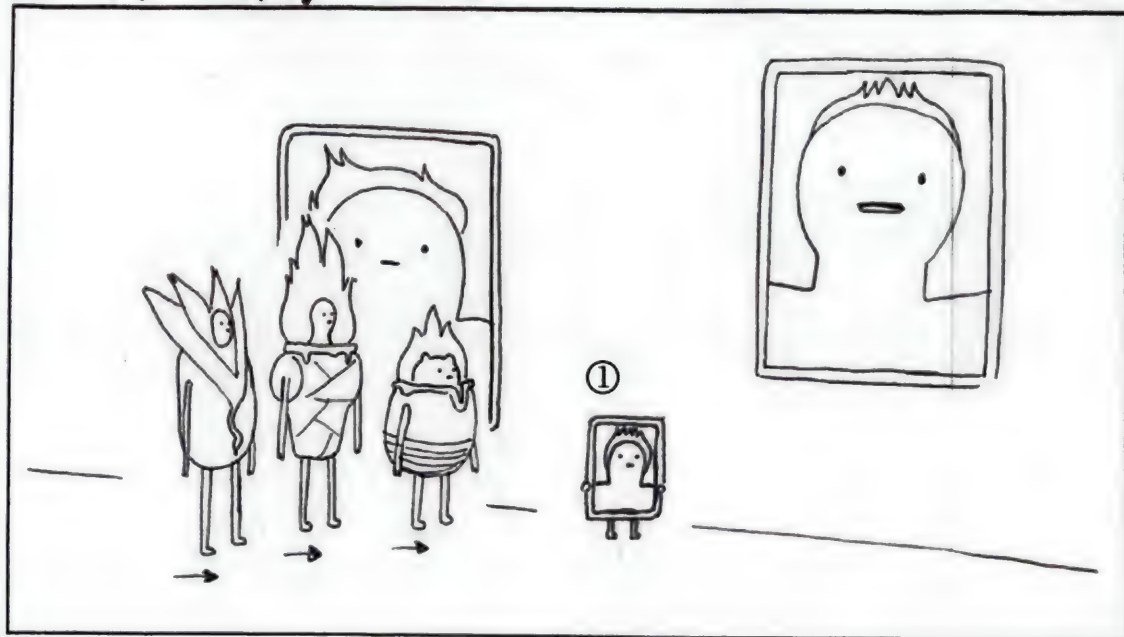


Page 129

Sc. 78 cont Pnl. H

Bg.

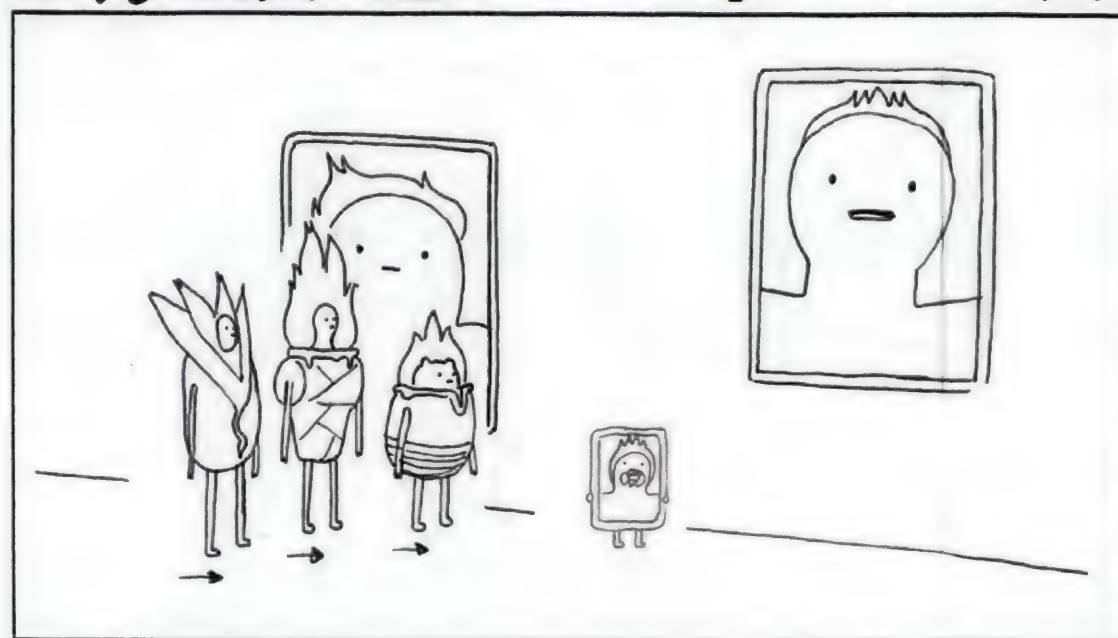
day night



Sc. 78 cont Pnl. I

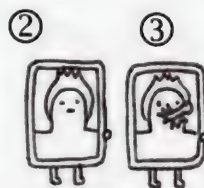
Bg.

day night



Dialog:

Sfx: — \* KSH \*



Action: BB punches through painting.

- BB LINES UP MOUTH WITH HOLE  
IN PORTRAIT.

NOV 12 2015

Timing:

EPISODE # 1034-240

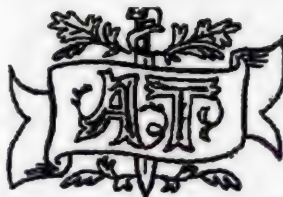
1034/240

Production :

1034/240



# ADVENTURE TIME

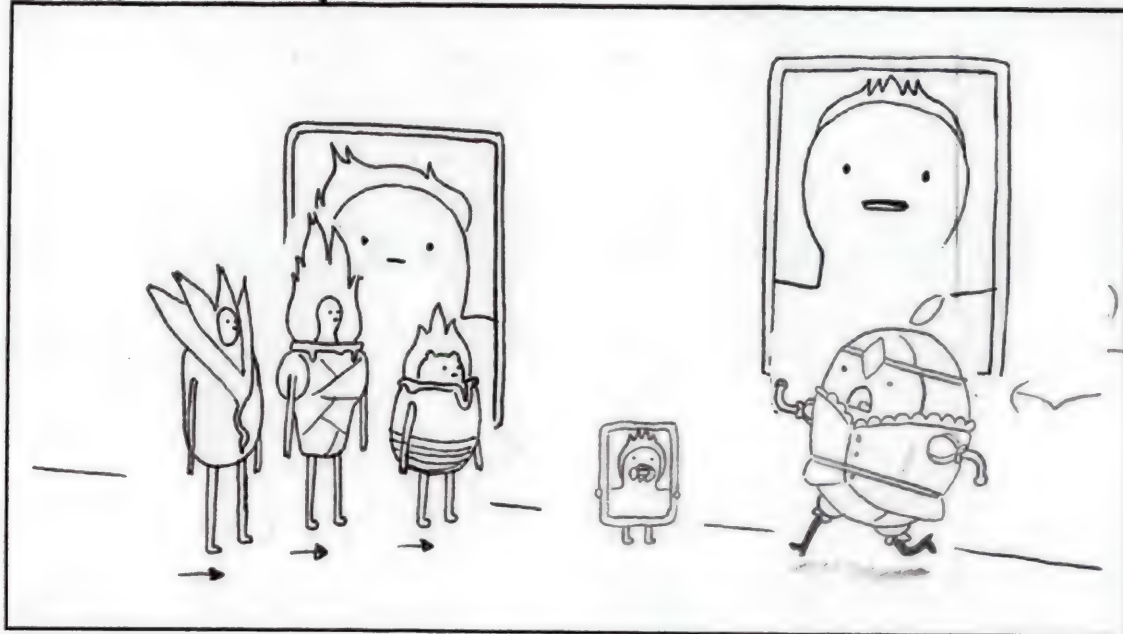


Page 130

Sc. 78 cont Pnl. J

Bg.

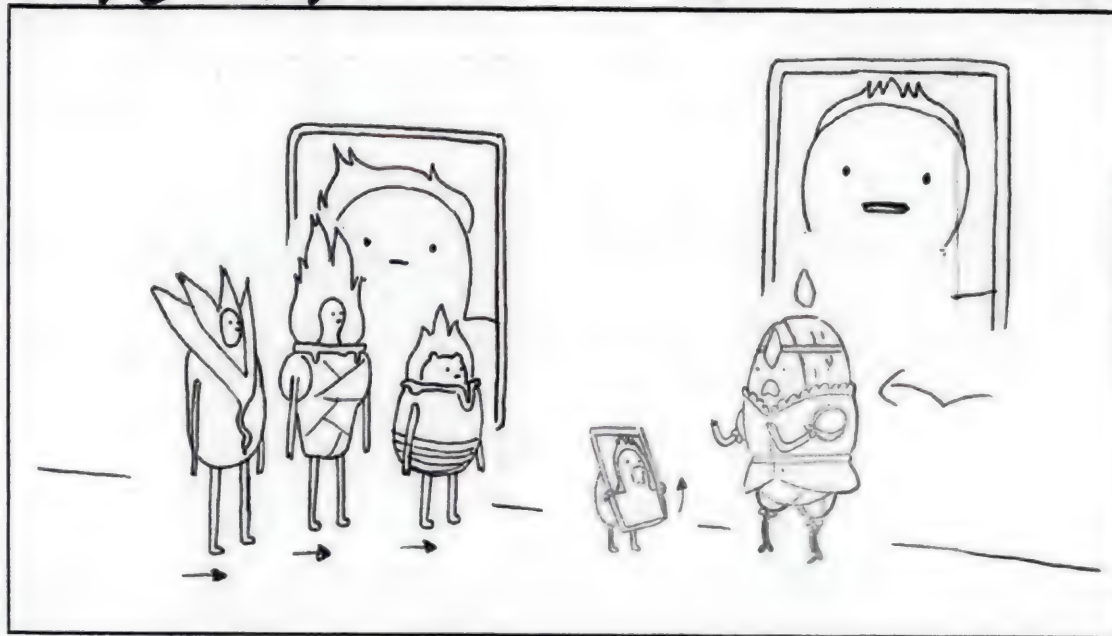
day night



Sc. 78 cont Pnl. K

Bg.

day night



Dialog:

Action:

- CB RUNS ON/S.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

1034/240

# ADVENTURE TIME



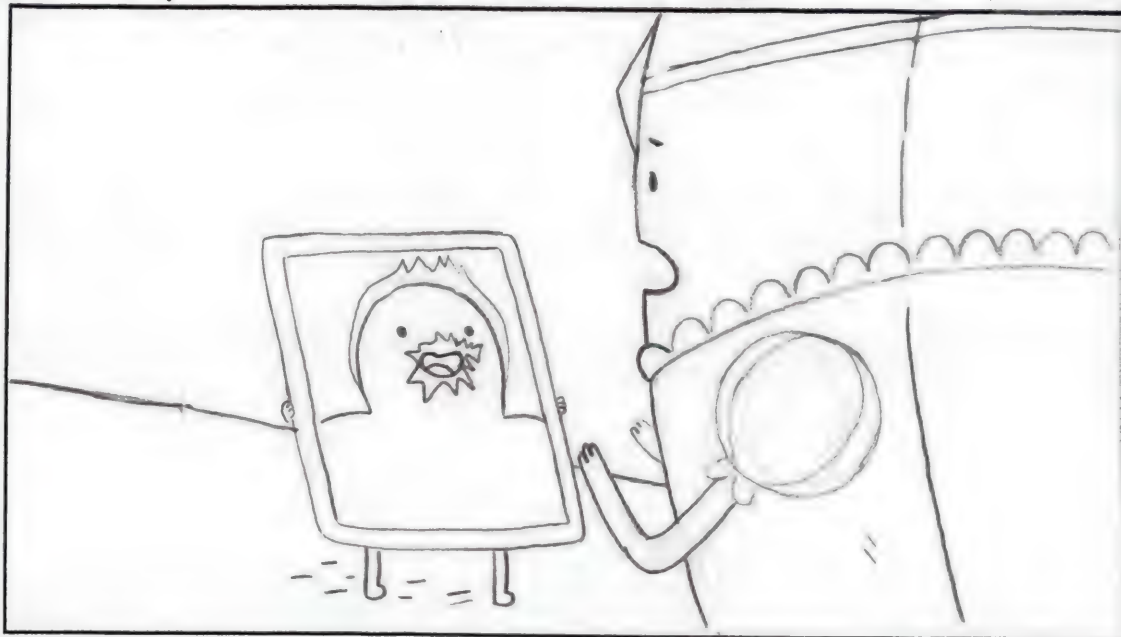
Page 131

Sc. 79

Pnl. A

Bg.

day night

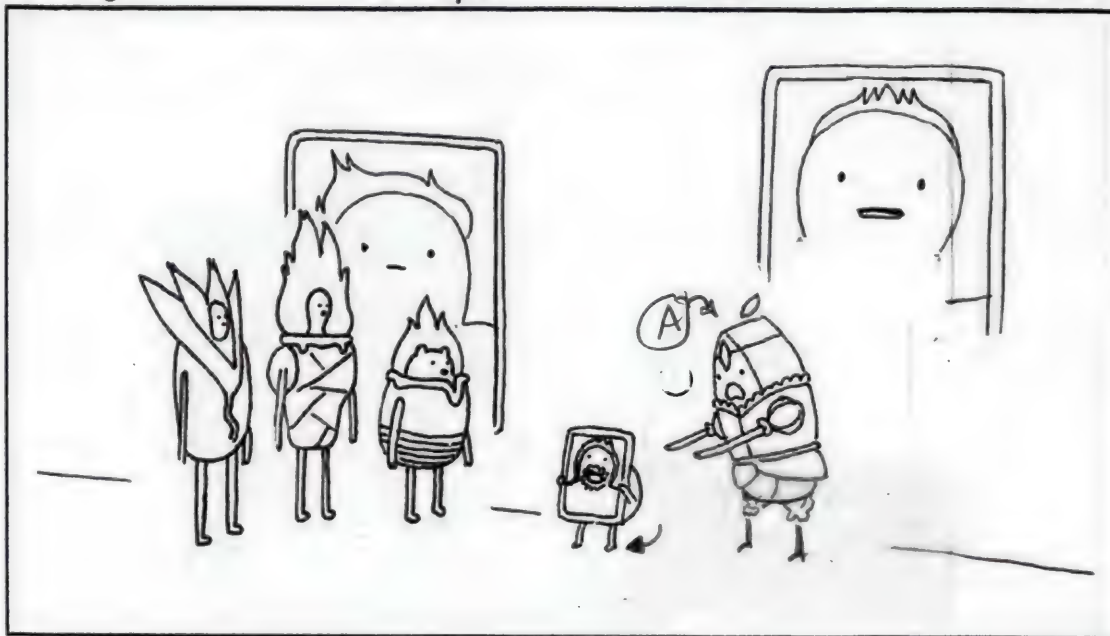


Sc. 80

Pnl. A

Bg.

day night



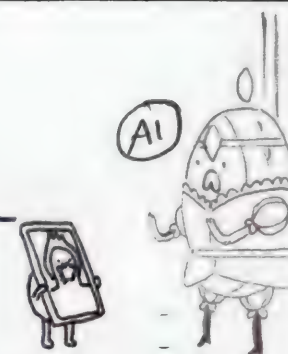
Dialog:

BB: LOOK, I'M KING OF THE  
FIREPLACE!

BB: (LIKE A KING)  
HO HO  
I'M A TYRANT

Action:

- BB TURNS TOWARDS FIRE  
PEOPLE, MUGGING W/ PORTRAIT.



Timing:

NOV 12 2015

Production :

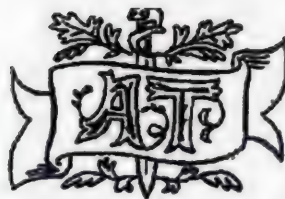
EPISODE # 1034-240  
1034/240

1034/240

1034/240



# ADVENTURE TIME

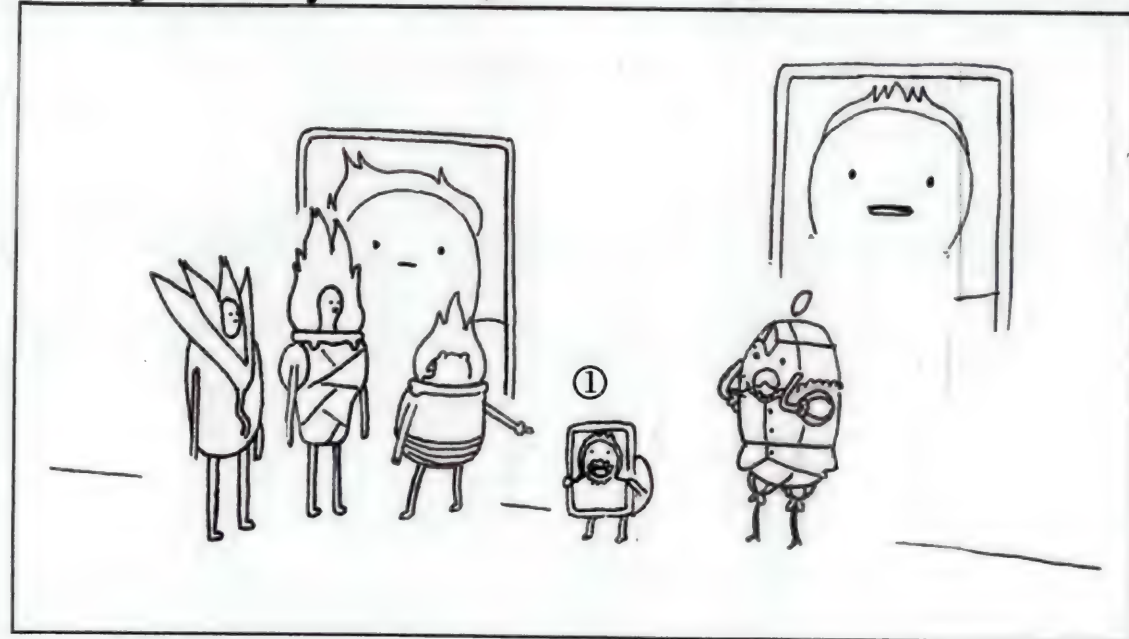


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Sc. 80 cont Pnl. B

Bg.

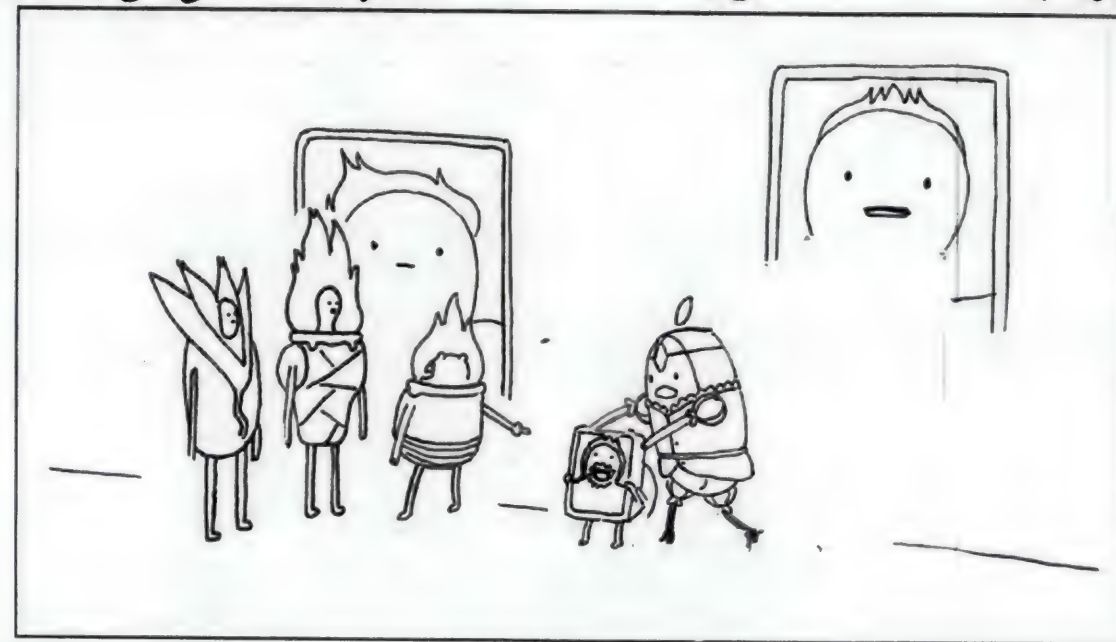
day night



Sc. 80 cont Pnl. C

Bg.

day night



Dialog: FIRE PEOPLE: [LAUGHING]

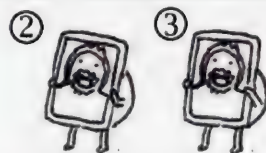
CB: BEHAVE YOURSELF,  
BUN BUN

Action:

- CB GRABS PORTRAIT.

NOV 12 2015

Timing:



EPISODE # 1034-240

1034/240

Production :

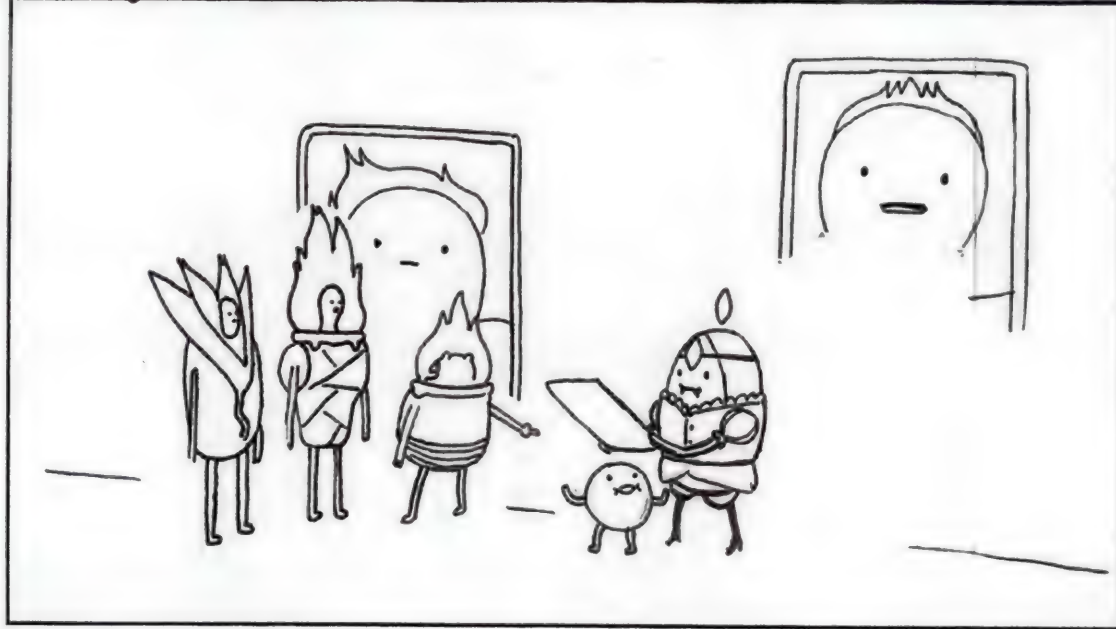
1034/240

# ADVENTURE TIME

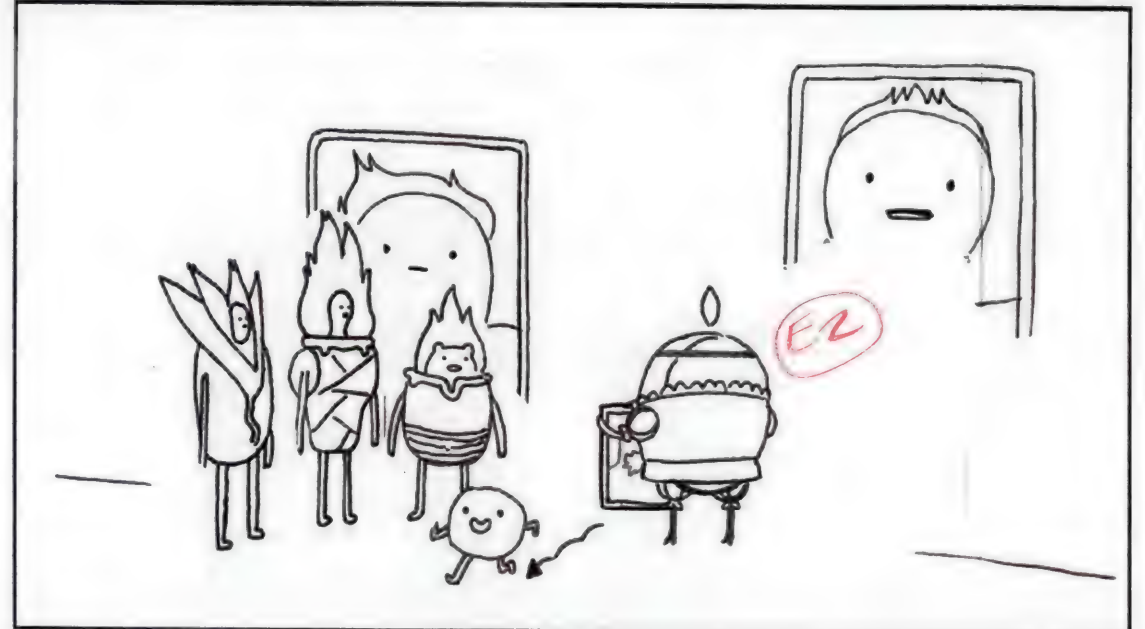


Page **133**

Sc. **80 cont** Pnl. **D** Bg. day night



Sc. **80 cont** Pnl. **E** Bg. day night



Dialog:

FIRE PEOPLE : [LAUGHING] \_\_\_\_\_

BB : OKAY, I'MA RUN  
THIS WAY NOW.  
I LOVE YOU!

Action:

- BB RUNS OFF/S



Timing:

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

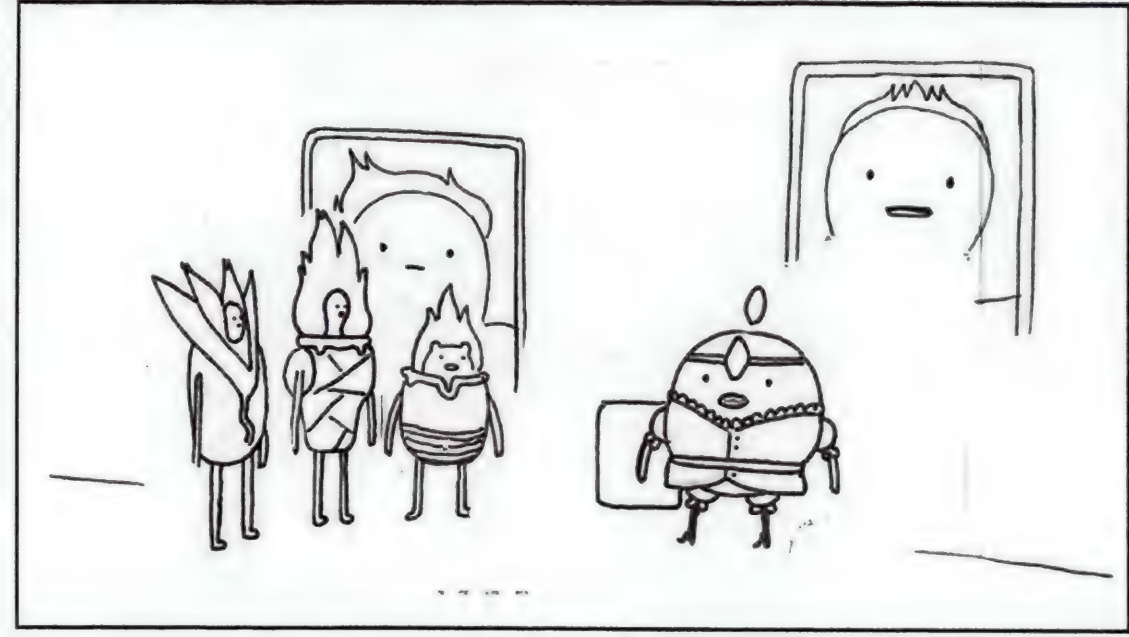


# ADVENTURE TIME

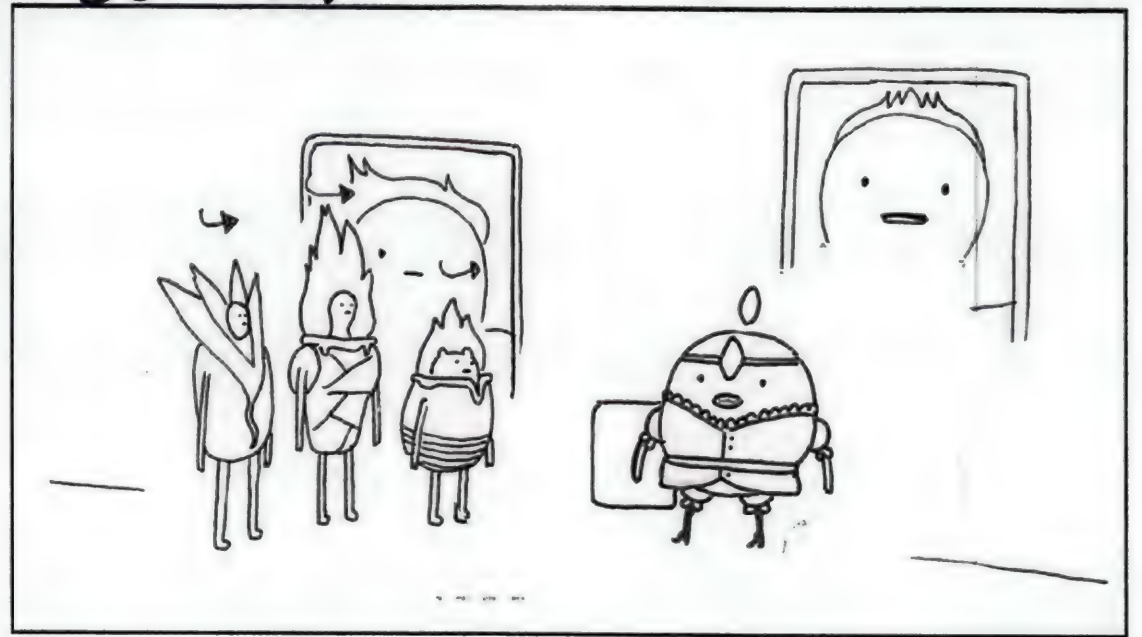


Page 134

Sc. 80 CONT Pnl. F Bg. day night



Sc. 80 CONT Pnl. G Bg. day night



Dialog:	<u>CB</u> : UH, SHE'S NEW.
Action:	- FIRE PEOPLE LOOK AT CB.
Timing:	NOV 12 2015

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EPISODE # 1034-240

11034/240

Production :

1034/240

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# ADVENTURE TIME



Sc. 80 *cont* Pnl. H

Bg.

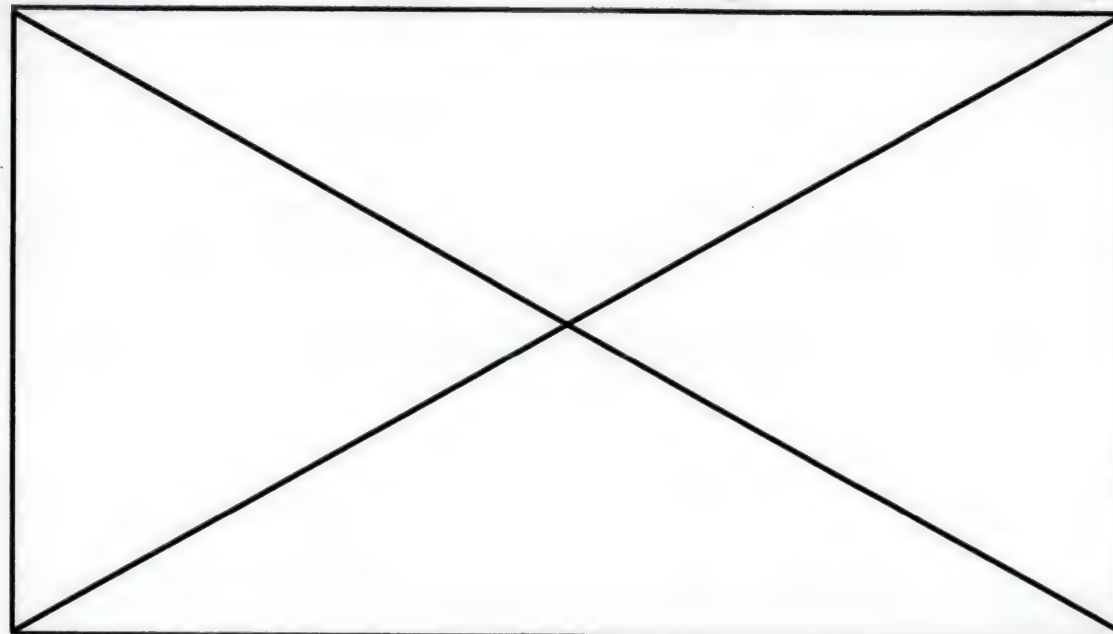
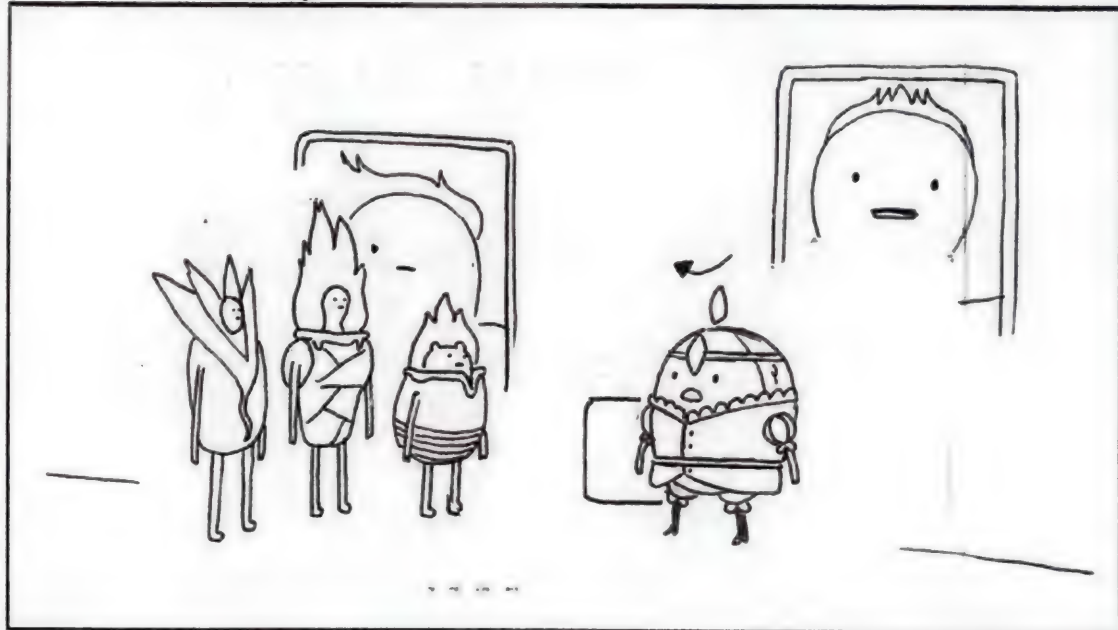
day night

Sc.

Pnl.

Bg.

Page 135  
NO PG 136  
day night



Dialog:

Action: BEAT.

NOV 12 2015

Timing:

1034-240  
EPISODE #  
1034/240

Production :

1034/240



# ADVENTURE TIME



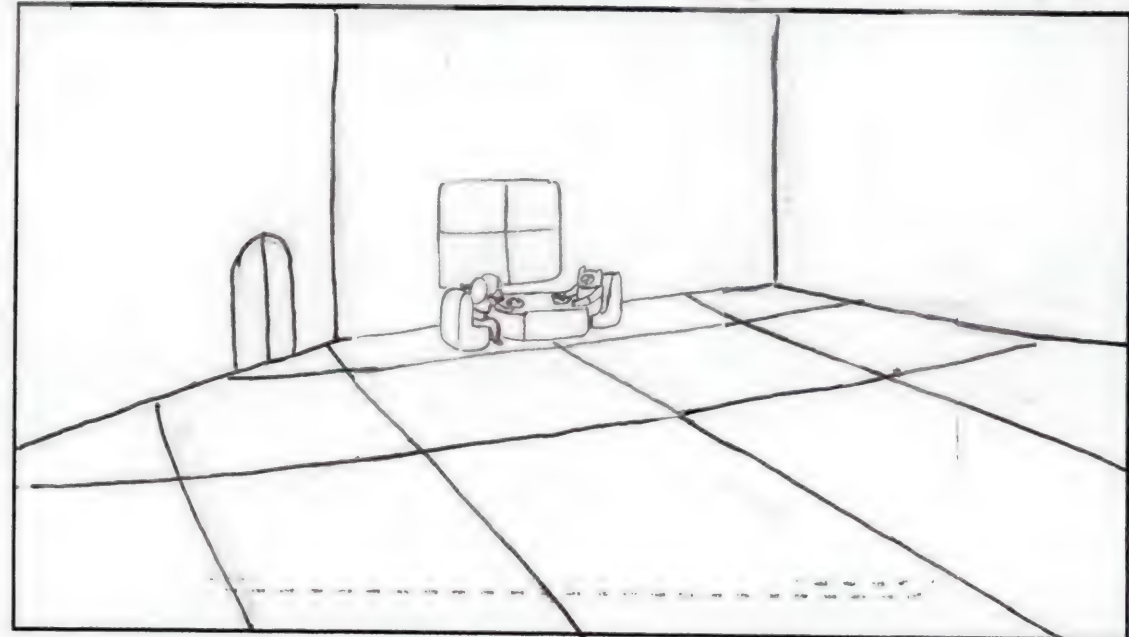
Page 137  
day night

Sc. 81

Pnl. A

Bg.

day night

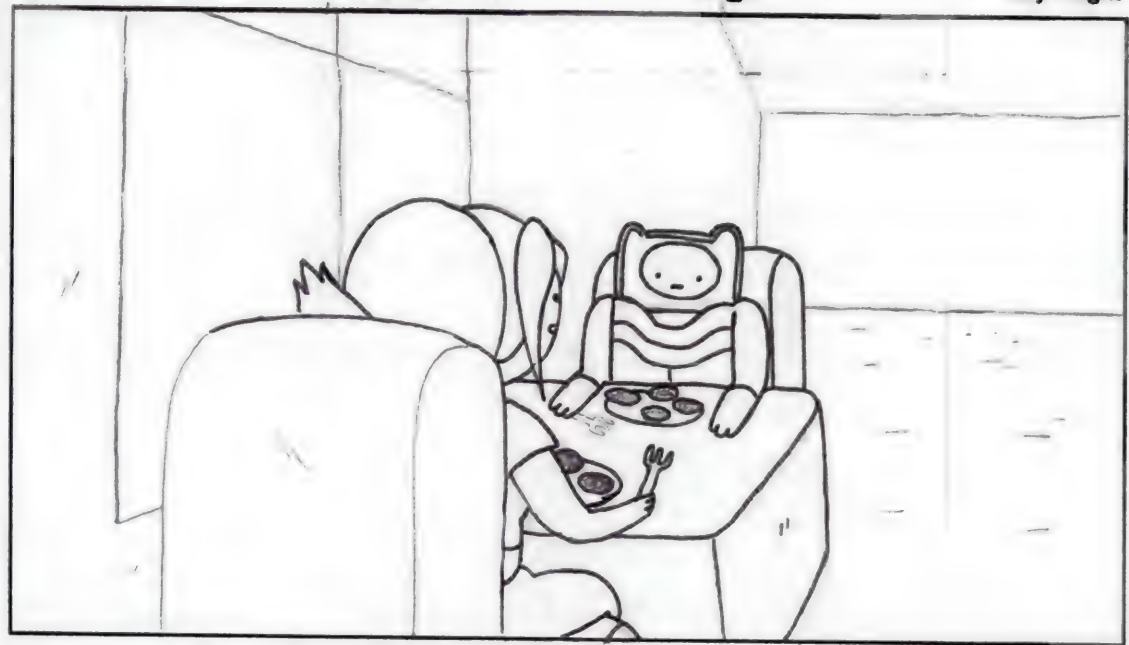


Sc. 82

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>Sfx:</u> * CLINK - CLINK *</p>		<p><u>FP:</u> IS SOMETHING WRONG WITH YOUR COALS ?</p>	
<p>Action:</p> <p>- FP + FINN IN THE DINING HALL</p>		<p>NOV 12 2015</p> <p>(SP) A B A B C D C D</p> <p>FINN PICKING AT HIS FOOD.</p>	
<p>Timing:</p>		<p>(A1) (A2) (A3) (A4)</p>	

EPISODE # 1034-240

1034/240

Production :

1034/240

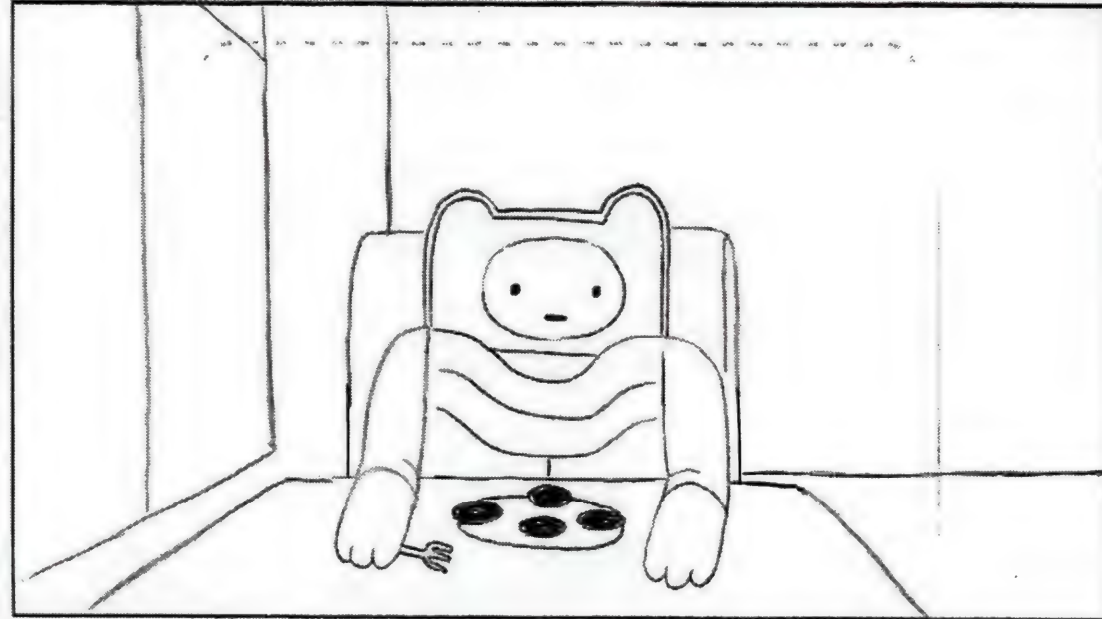
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# ADVENTURE TIME

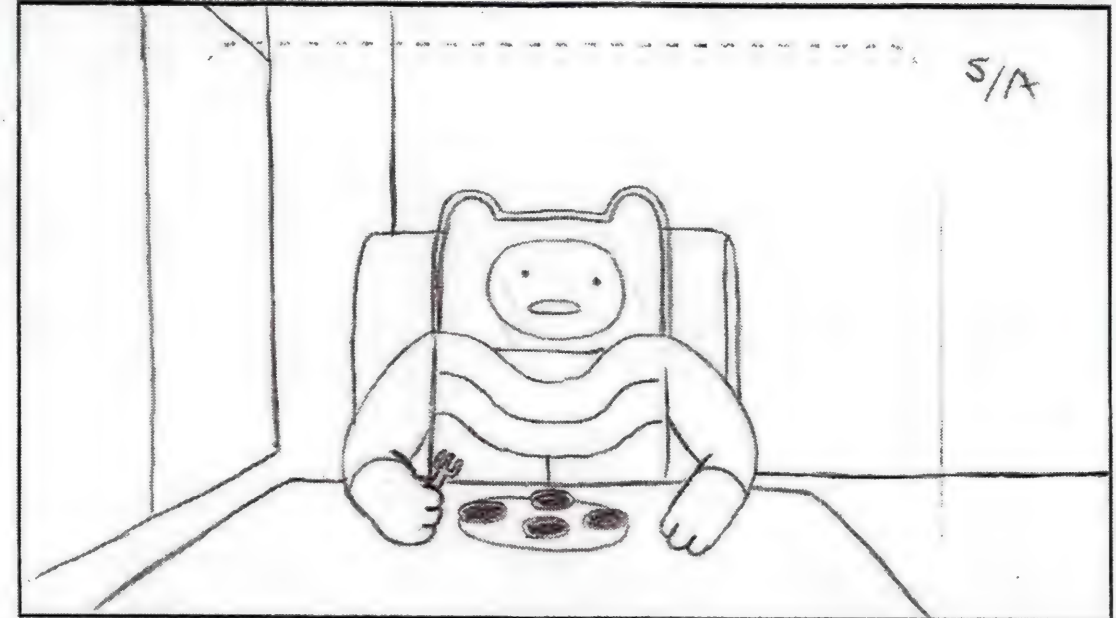


Page 138

Sc. 83 Pnl. A Bg. day night



Sc. 83 cont Pnl. B Bg. day night



Dialog:

F: NO... THEY'RE FINE.

Action:

- F. STARES AT COALS.

NOV 12 2015

Timing:

1034-240

EPISODE #

1034/240

Production :

1034/240

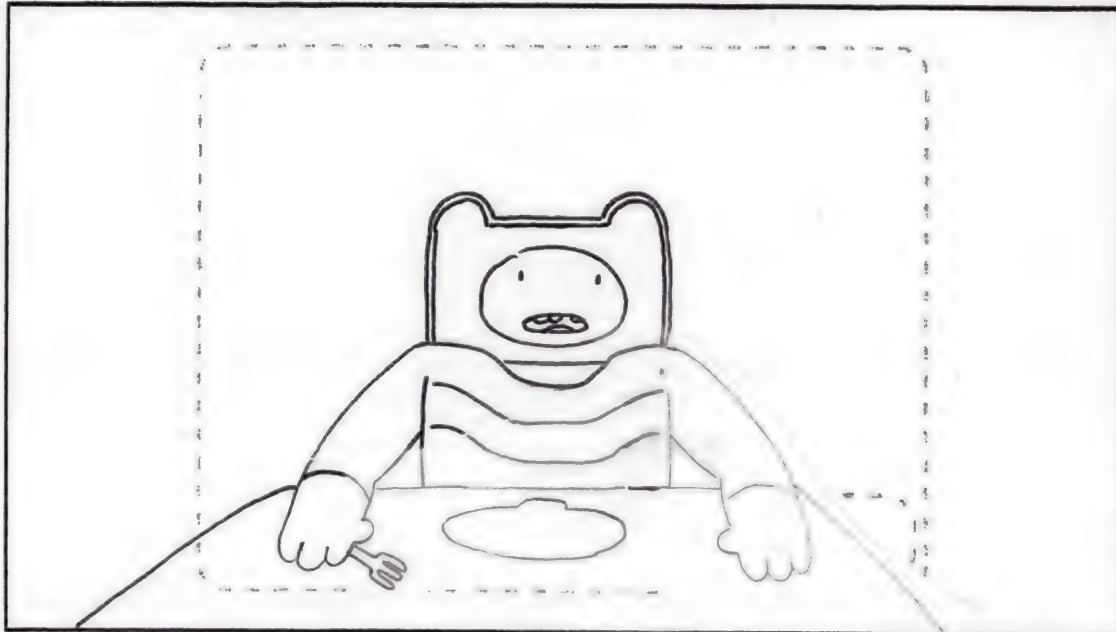


# ADVENTURE TIME

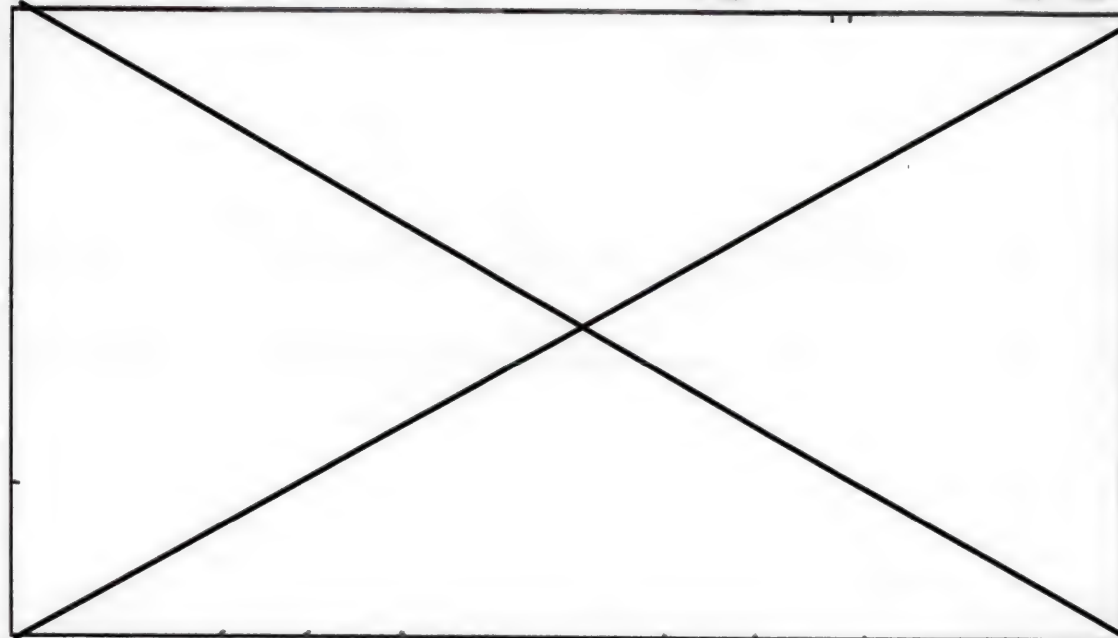


Page **139**

Sc. **83 cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

**F:** IT'S JUST...

Action:

NOV 12 2015

Timing:

EPISODE # **1034-240**

**1034/240**

Production :

**1034/240**

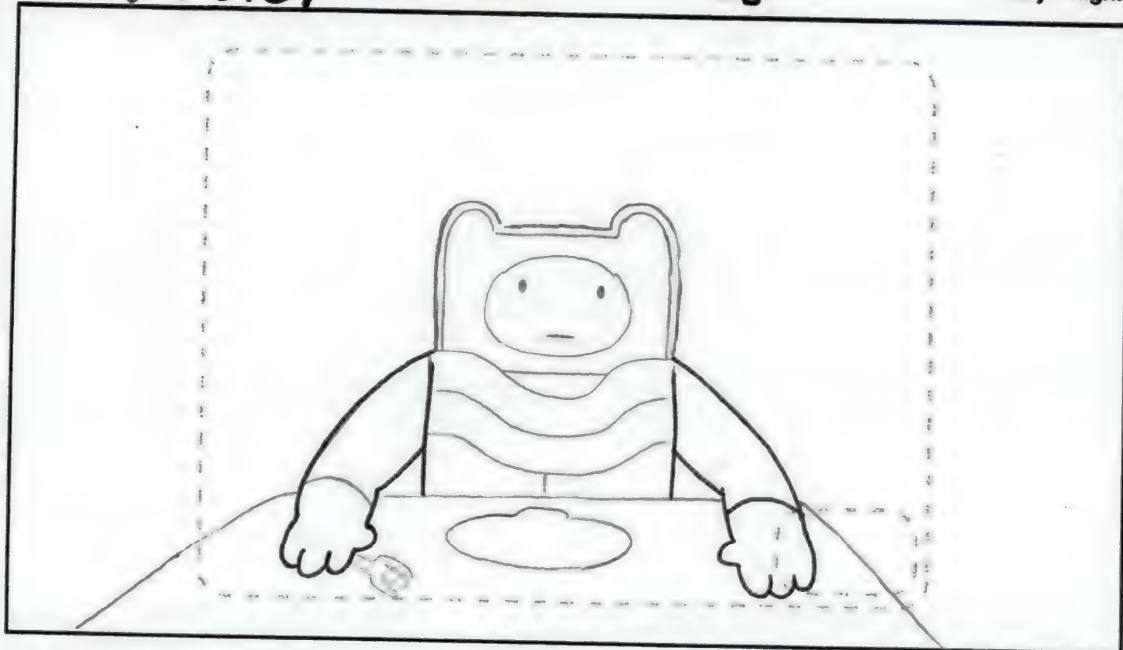
# ADVENTURE TIME



Sc. 83 *CONT* Pnl. D

Bg.

day night



Sc. 83 *CONT* Pnl. E

Bg.

day night



Dialog:

F: ( BIG INHALE )

Action:

FINN TAKES DEEP BREATH.

NOV 12 2015

Timing:

Page *140*

EPISODE # 1034-240

Production :

1034/240

1034/240

1034/240



# ADVENTURE TIME



Sc. 83 *cont* Pnl. F

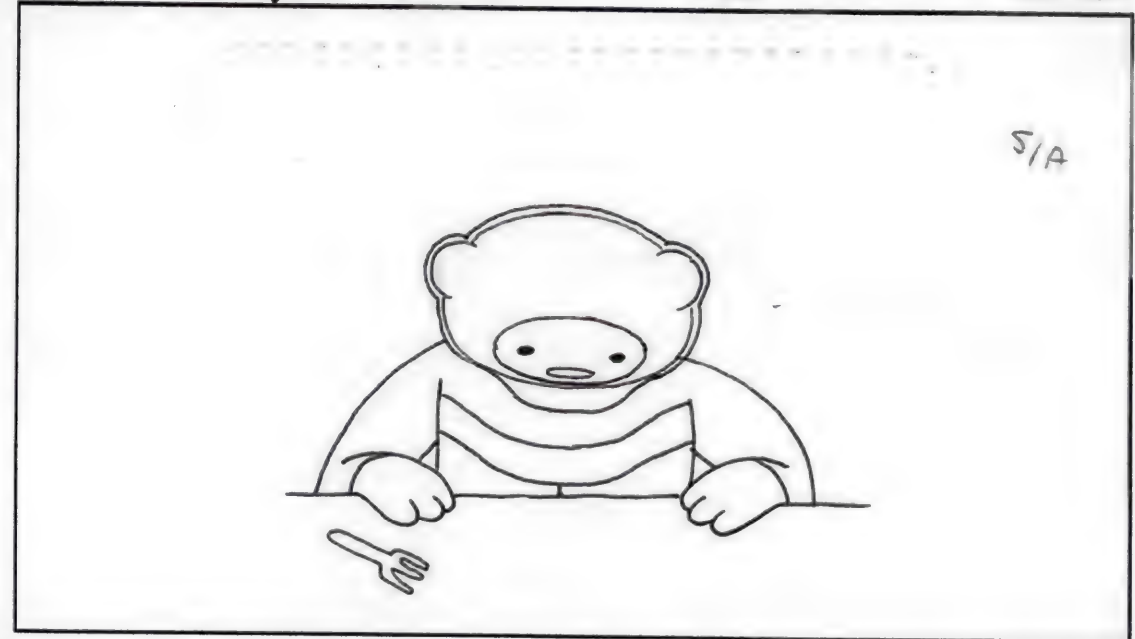
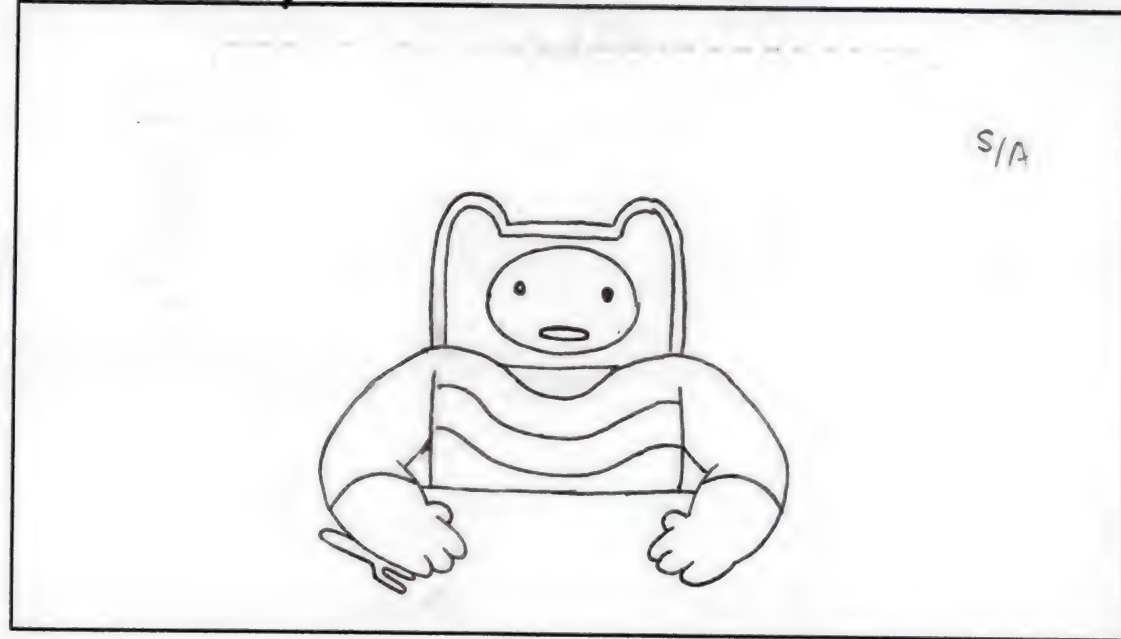
Bg.

day night

Sc. 83 *cont* Pnl. G

Bg.

Page *141*  
day night



<p><b>Dialog:</b></p> <p><u>F</u>: WHEN WE BROKE UP... I SAID SORRY <u>F</u>: BUT I GET IT NOW..          BUT I DIDNT FULLY UNDERSTAND → EXACTLY WHAT I DID WRONG</p>	
<p><b>Action:</b></p>	
<p><b>Timing:</b></p>	

NOV 12 2015

EPISODE # 1034-240

1034/240

Production :

1034/240

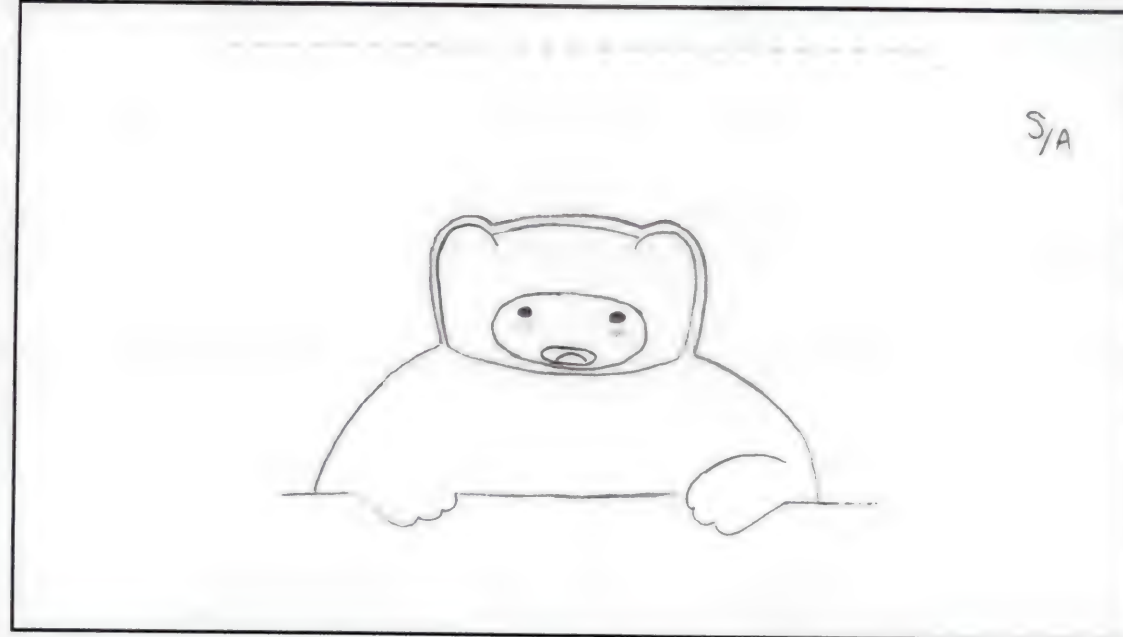
# ADVENTURE TIME



Sc. 83 *cont* Pnl. H

Bg.

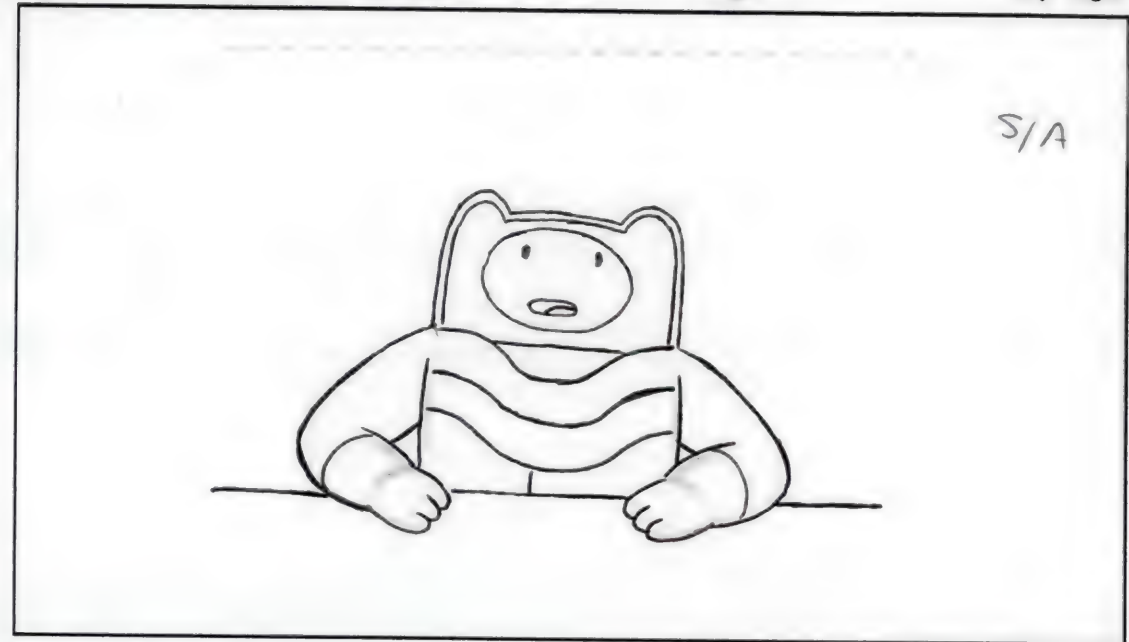
day night



Sc. 83 *cont* Pnl. I

Bg.

day night



Dialog:

F: I shouldn't have manipulated you.

F: That was a really, really messed up thing to do, and --

Action:

Timing:

NOV 12 2015

EPISODE #

1034-240

1034/240

Production :

1034/240



# ADVENTURE TIME



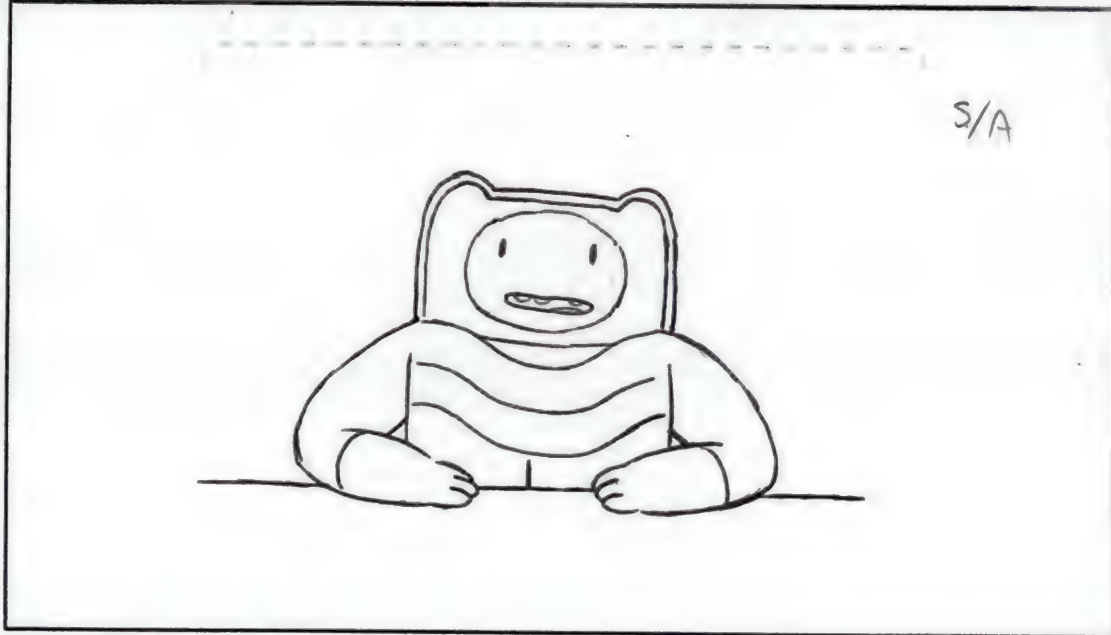
No Scs. 84-85

Page 143

Sc. 83 *CONT* Pnl. J

Bg.

day night



Sc. *86*

Pnl. A

Bg.

day night



Dialog:	<u>F:</u> -- I'm truely sorry.
Action:	FP THINKING FOR A BEAT
Timing:	NOV 12 2015

1034-240

EPISODE #

1034/240

Production :

1034/240

# ADVENTURE TIME



Page 144

Sc. 86 CONT Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog: FP. YOU'VE GROWN UP A LOT, MAN... FP: I FORGIVE YOU.

Action:

Timing:



① NOV 12 2015

1034/240

EPISODE # 1034-240

1034/240

Production:

1034/240

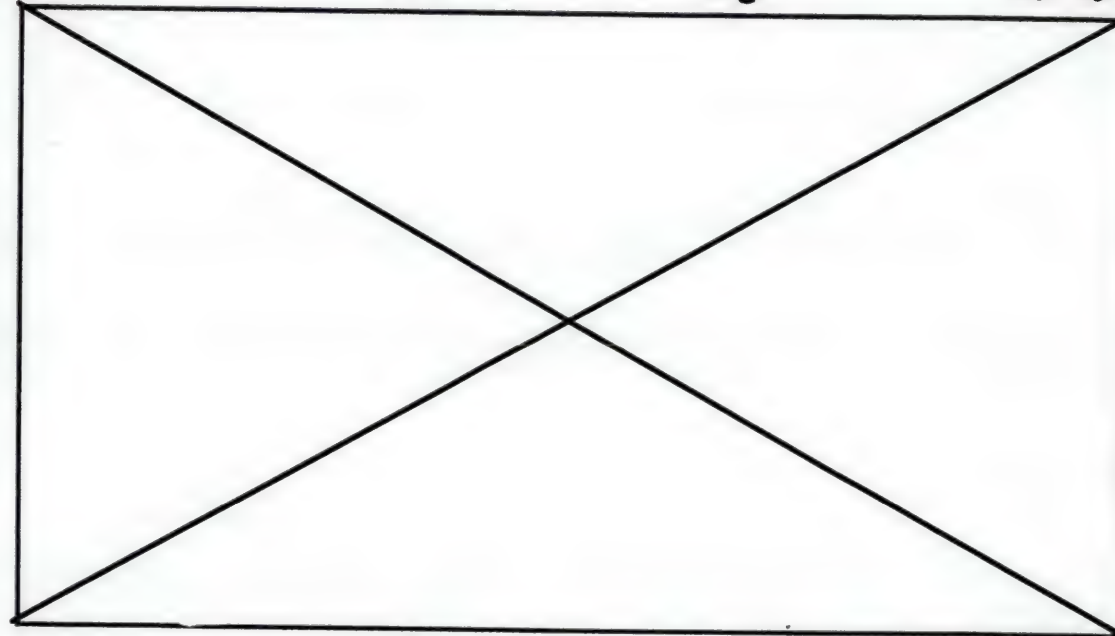


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# ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

F: AWESOME...

Action:



Timing:

A-1

A-2

NOV 12 2015

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EPISODE # 1034-240  
1034/240

Production:

1034/240

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1034/240

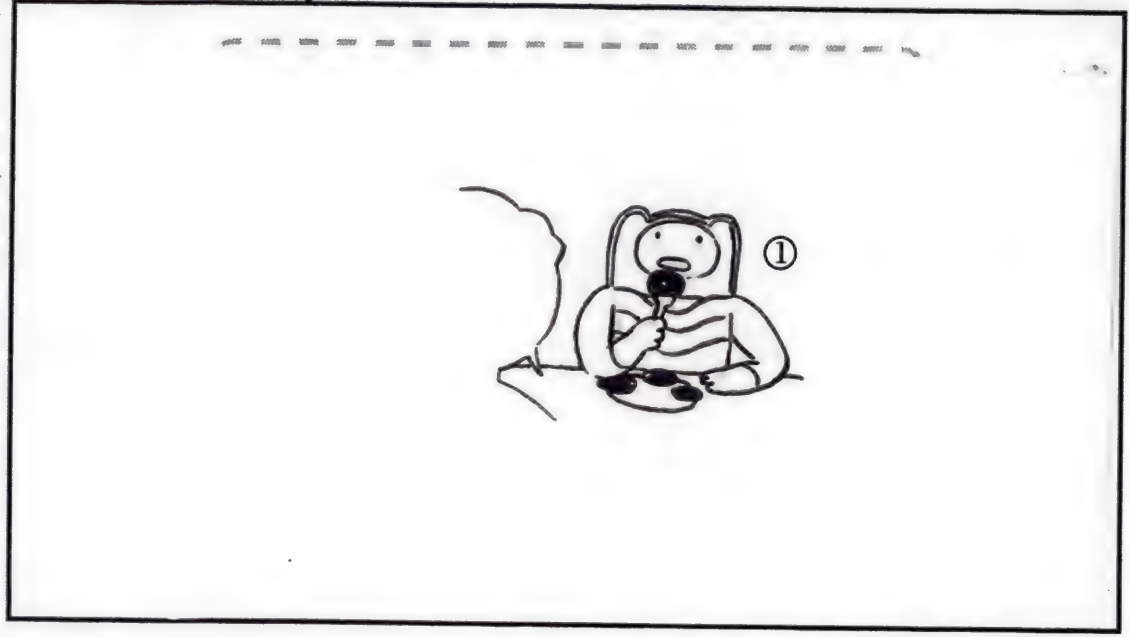
# ADVENTURE TIME



Sc. *88cont* Pnl. B

Bg.

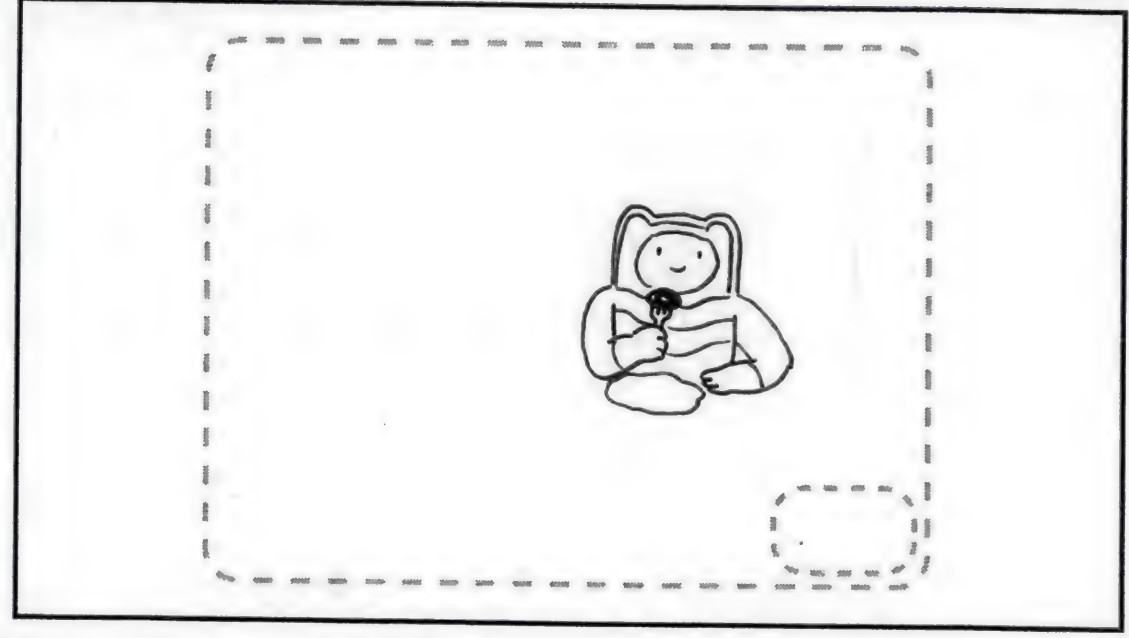
day night




Sc. *88cont* Pnl. C

Bg.

day night



Page *146*

Dialog:	<i>F: ?...</i>	<i>FP: HA HA</i>
Action:		<i>-FP LAUGHS</i>
Timing:		<i>NOV 12 2015</i>

1034-240

EPISODE #

1034/240

Production:

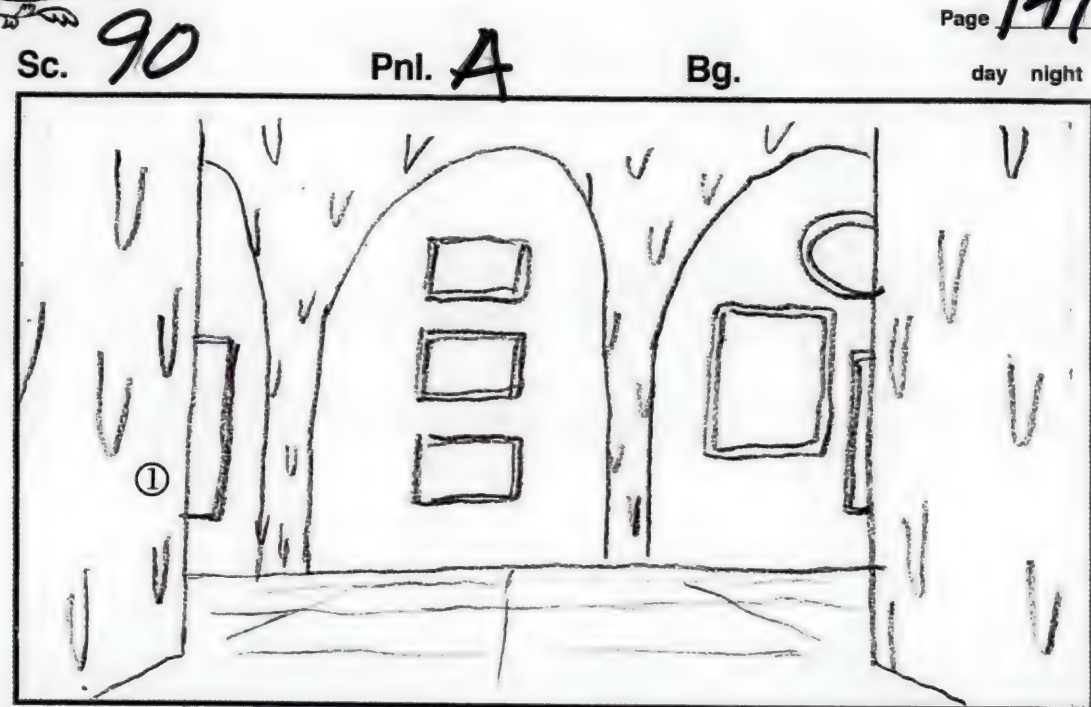
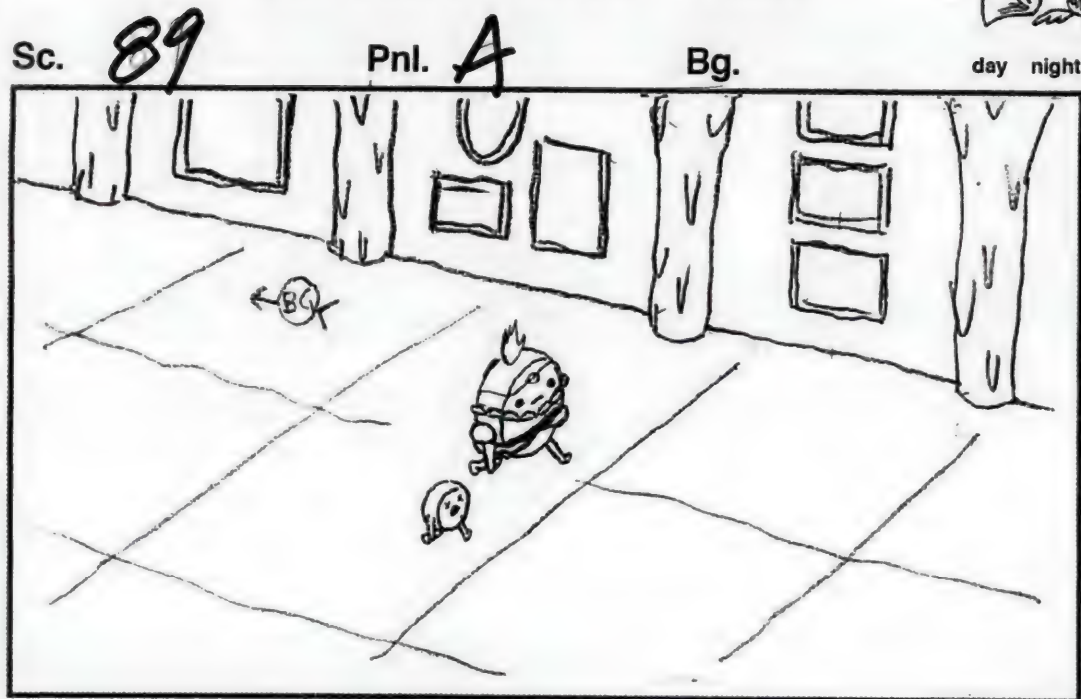
1034/240



1034/240

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# ADVENTURE TIME



Page **147**  
day night

Dialog: **(CB):** CINNAMON BUN,  
BUN-BUN...  
(TALKING TO HERSELF)

Action:  
- CB + BB WALKING  
DOWN CORRIDOR

Timing:

**(BB):** BUN-BUN...  
BUN-BUN-BUN.

- BB + CB WALK ON/S



EPISODE # 1034-240

1034/240

1034/240

1034/240

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# ADVENTURE TIME



Sc. **90 cont** Pnl. **B**

Bg.

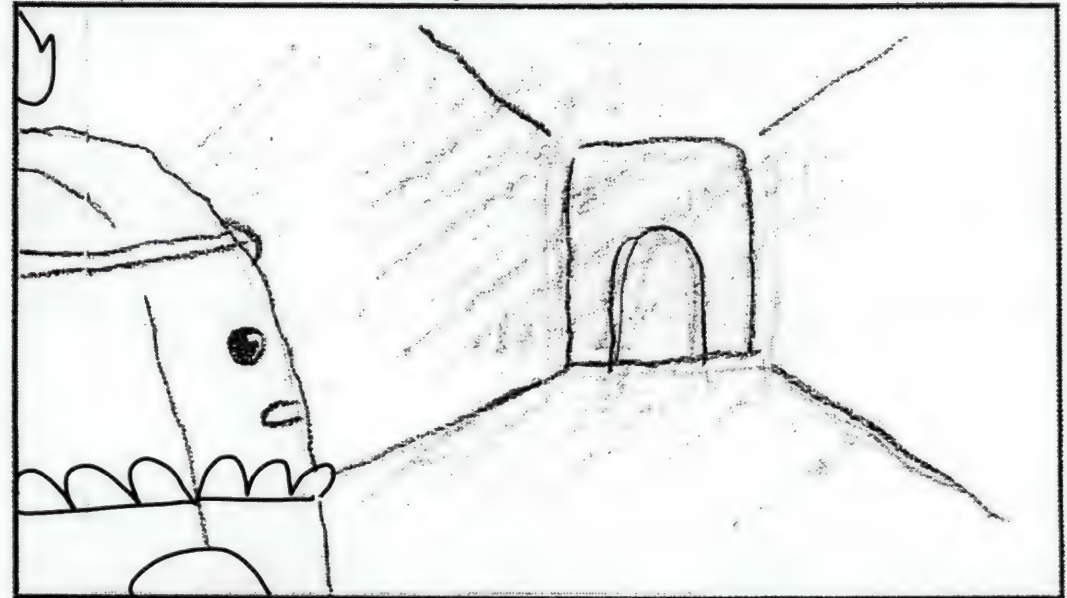
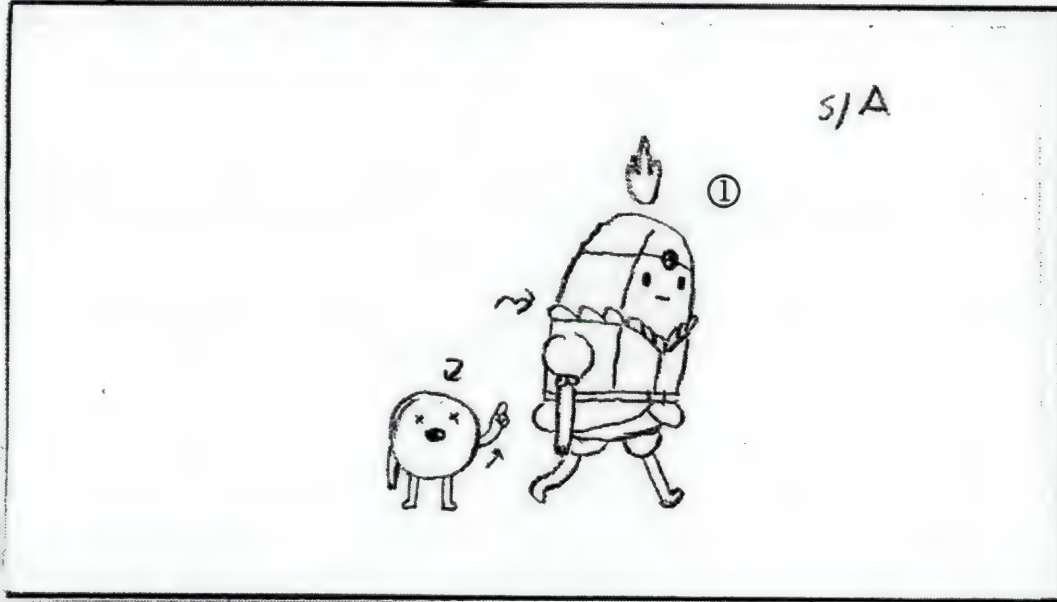
day night

Sc. **91**

Pnl. **A**

Bg.

Page **148**  
day night



Dialog:

**BB**: ooh WHAT'S IN THERE?

Action:

- BB TURNS AND STOPS WALKING. AND POINTS

Timing:

- CB TURNS.



**CB**: THAT'S WHERE WE KEEP THE EVIL FORMER KING.

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

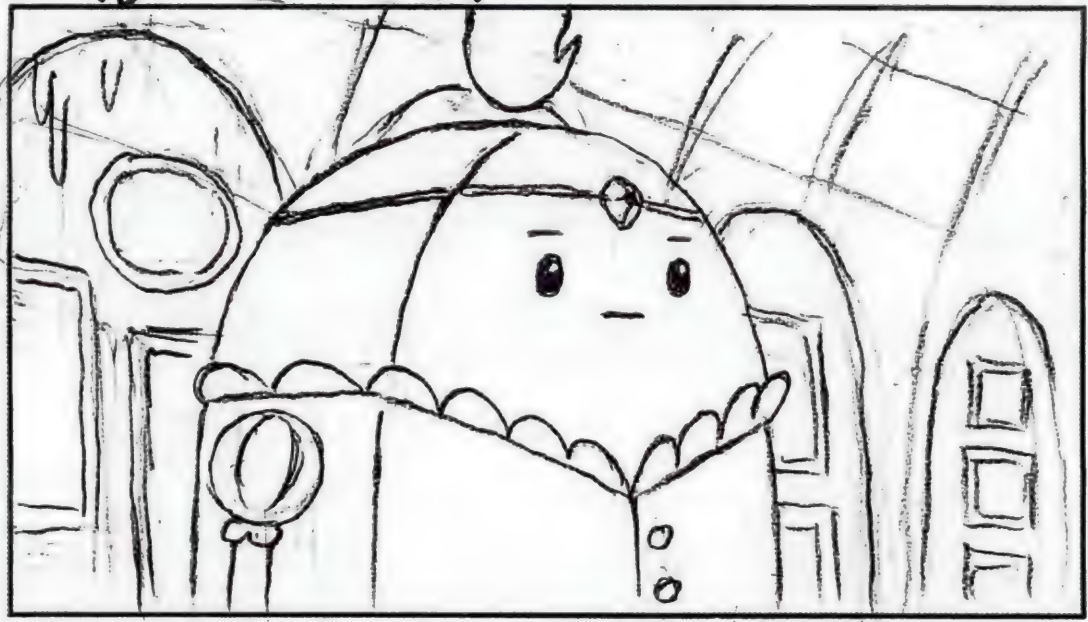


# ADVENTURE TIME

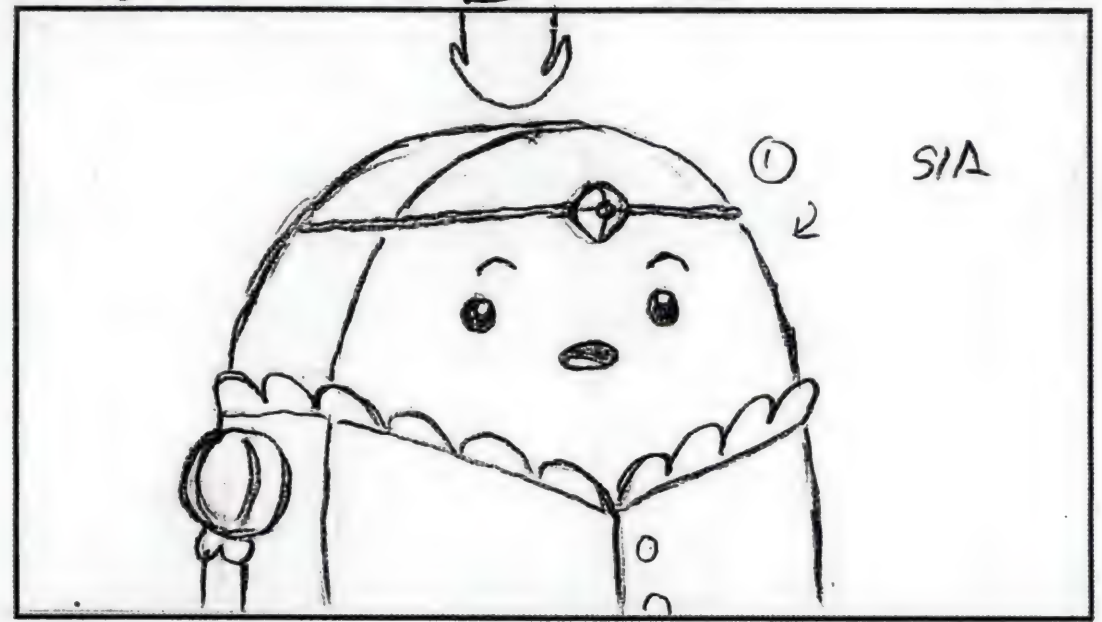


Page **149**

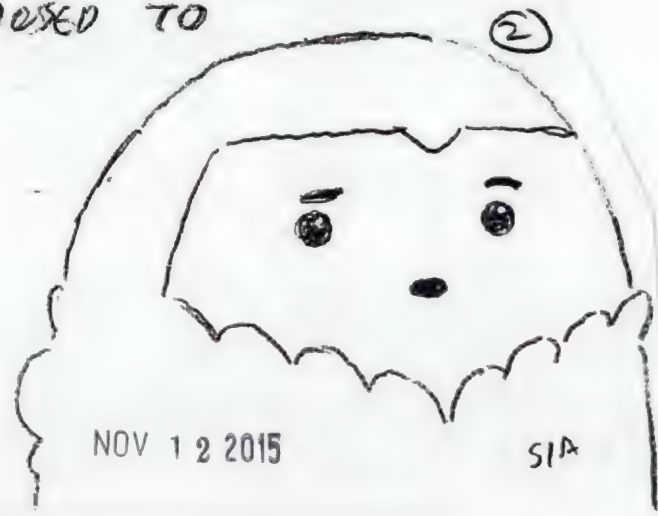
Sc. **92** Pnl. **A** Bg. day night



Sc. **92 cont** Pnl. **B** Bg. day night



Dialog:	(CB) ① Yea we're NOT SUPPOSED TO GO IN
Action:	S.P. - CB LOOKS DOWN TOWARDS BB.
Timing:	



EPISODE # 1034-240

1034/240

1034/240

1034/240

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1034/240

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# ADVENTURE TIME



Sc. **93**

Pnl. **A**

Bg.

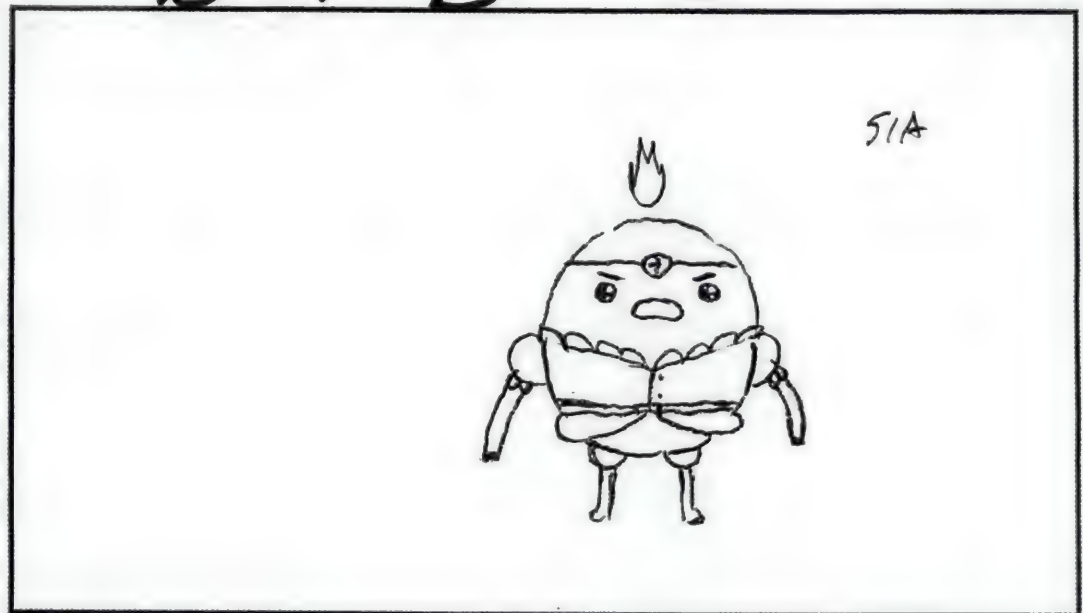
day night

Sc.

**93 cont** Pnl. **B**

Bg.

Page **150**  
day night



Dialog:

**(CB)** : ...

Action:

- CB REALIZES  
BUN BUN IS  
GONE

Timing:



**(CB)** : Bun Bun!

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

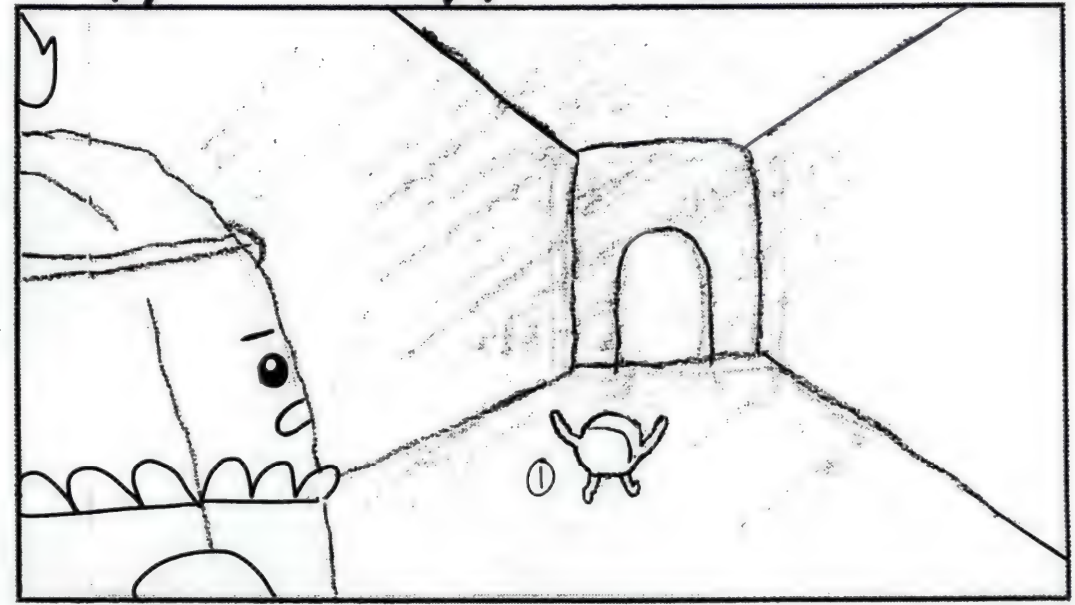


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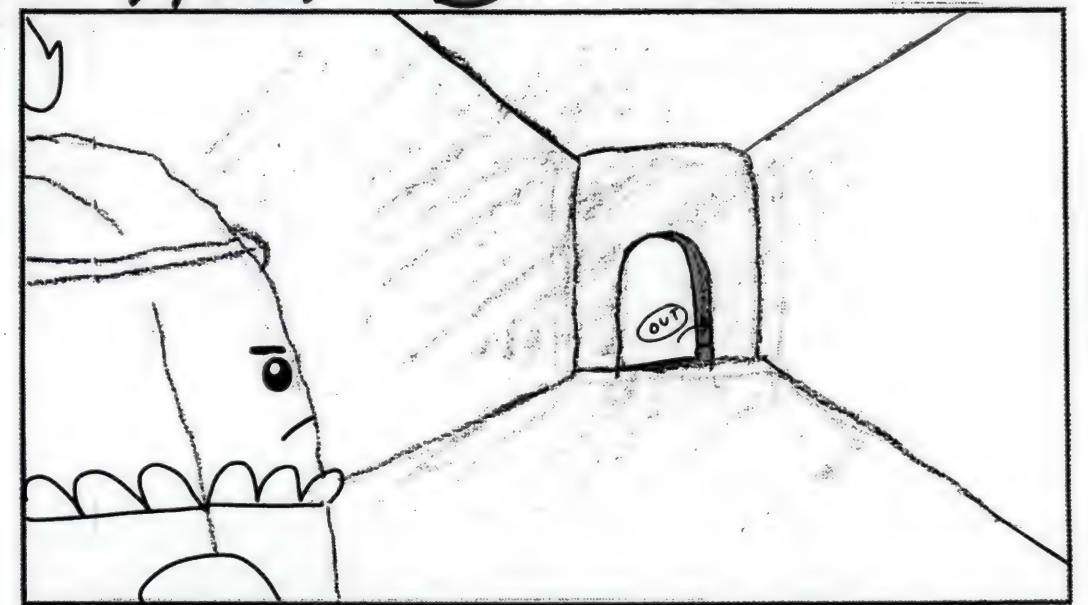
# ADVENTURE TIME



Sc. **94** Pnl. **A** Bg. day night



Sc. **94 cont** Pnl. **B** Bg. day night



Dialog:

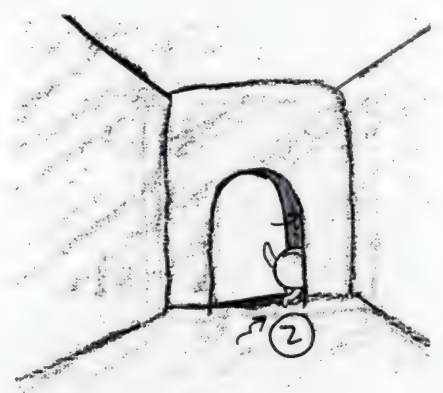
---

Action: **-BB RUNS TO DOOR**

---

Timing:

---



SFX:  
\* CLICK \*

**- BB GOES THROUGH DOOR**

---

NOV 12 2015

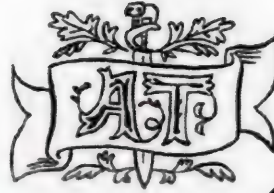
EPISODE # **1034-240**

Production:

**1034/240**

**1034/240**

ADVENTURE TIME

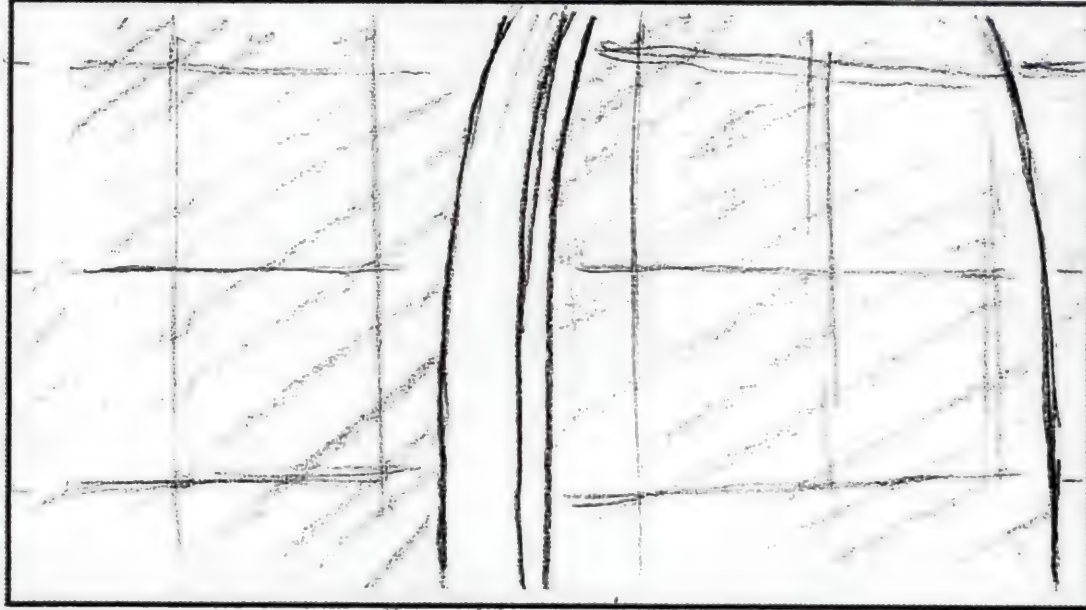


Sc. 95

Pnl. A

Bg.

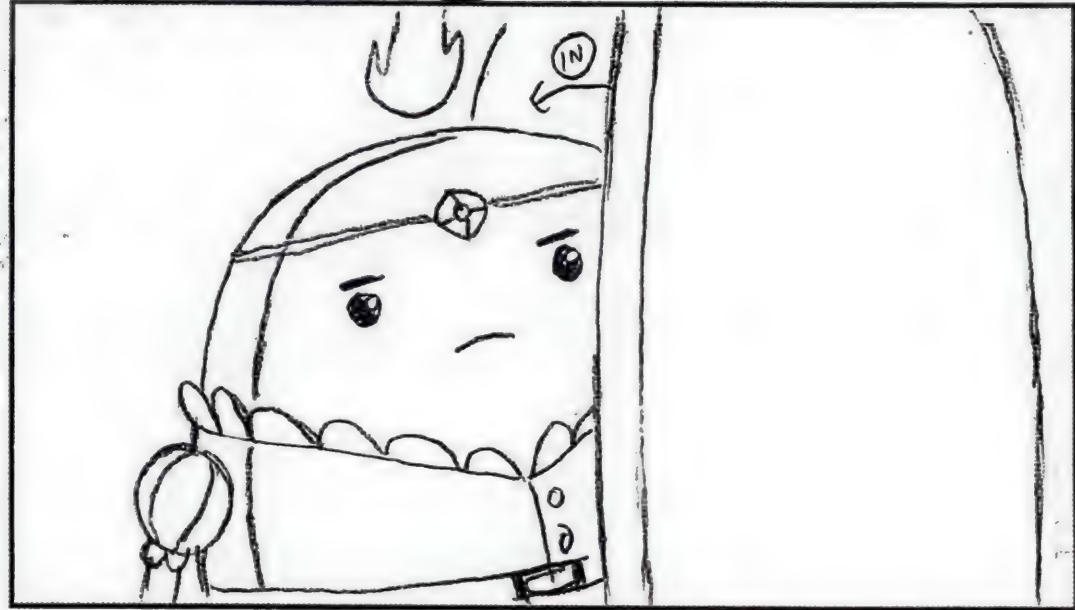
day night



Sc. 95 cont Pnl. B

Bg.

day night



Dialog:

(BB) (OFF(S)) HI FIRE MAN.

Action:

- CB STEPS INTO ROOM HALFWAY

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:



1034/240

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# ADVENTURE TIME



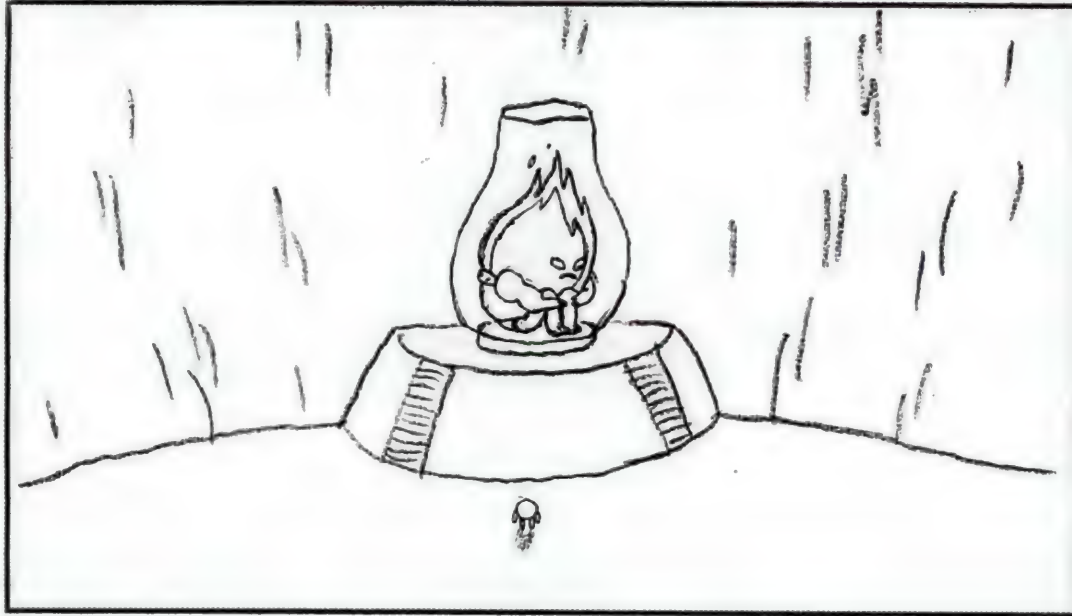
Page **153**

Sc. **96**

Pnl. **A**

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

**BB** : YOU LOOK SAD.

Action:

- FLAME KING IS TRAPPED IN LANTERN.

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

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# ADVENTURE TIME

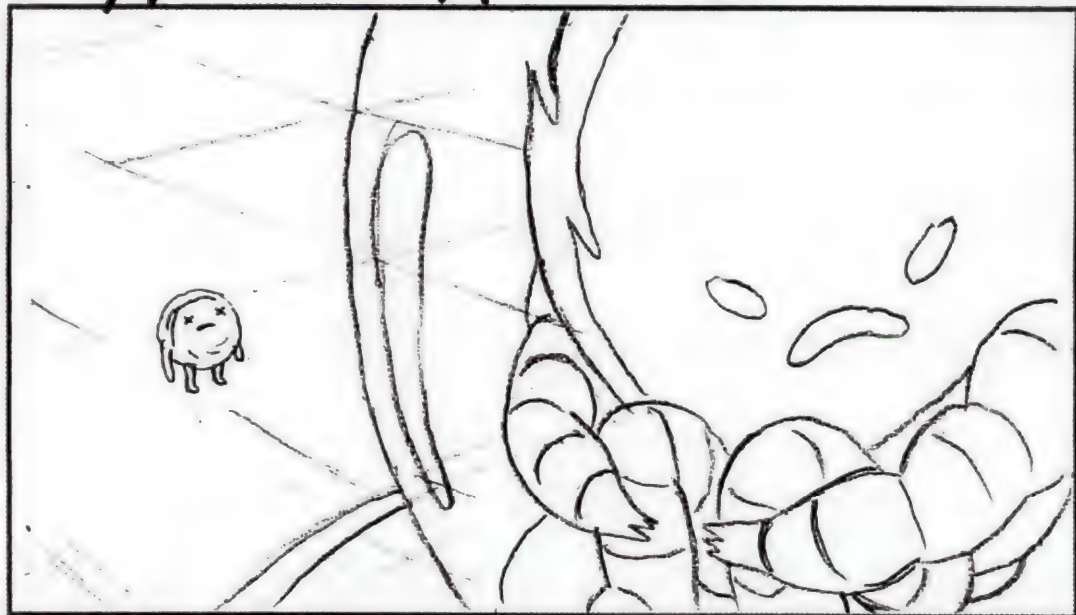


Sc. **97**

Pnl. **A**

Bg.

day night



Sc. **97 cont** Pnl. **B**

Bg.

day night



Page **154**

Dialog:

(FK): I DON'T GET SAD, I'M →

(FK): EVIL!

Action:

NOV 12 2015

Timing:

EPISODE # 103' - ~40

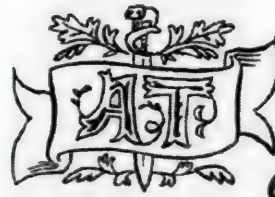
Production:

1034/240

1034/240



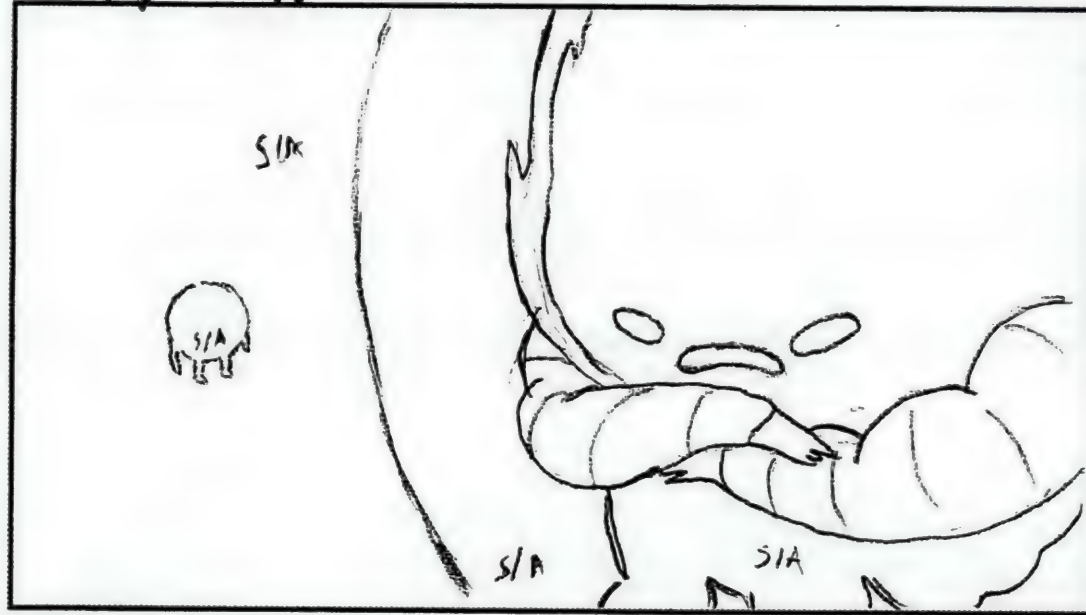
# ADVENTURE TIME



Sc. **97 CONT** Pnl. **C**

Bg.

day night

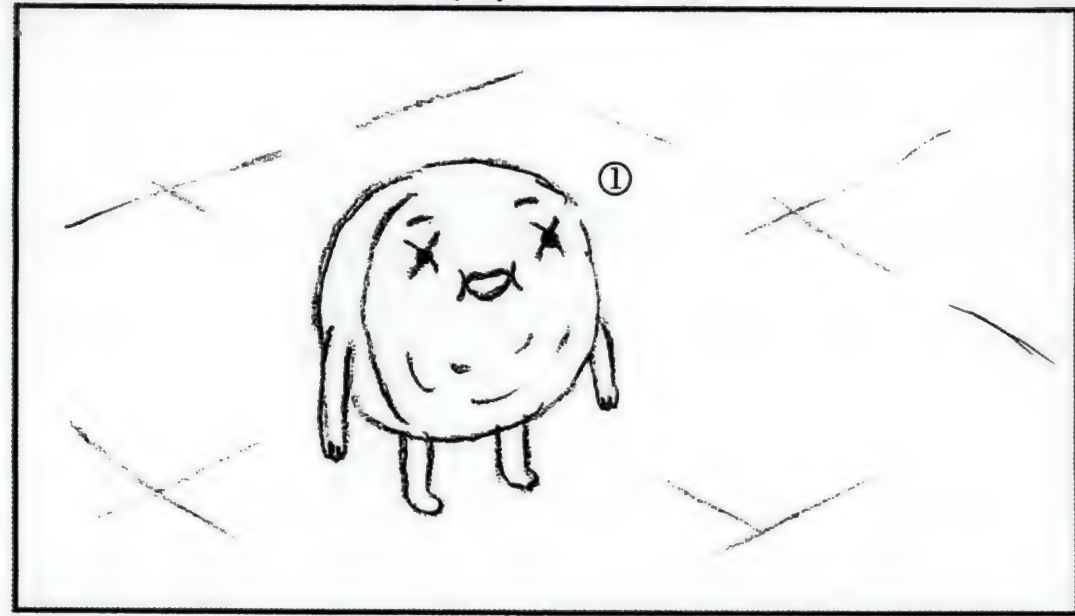


Sc. **98**

Pnl. **A**

Bg.

day night



Dialog: **(FK)**: I'M JUST BORED OF THIS  
INTENSE LONELINESS.

**(BB)**: YOU WANT SOME MUSH?

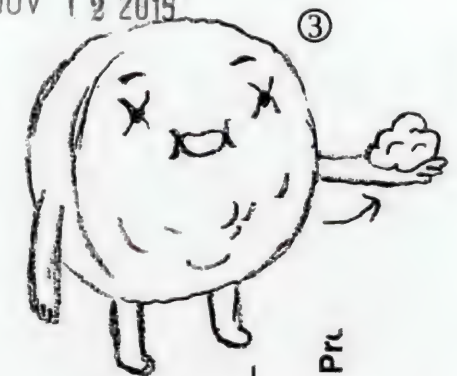
Action:

- BB GRABS A  
HANDFUL OF  
BUN FROM BODY.

Timing:



NOV 12 2015



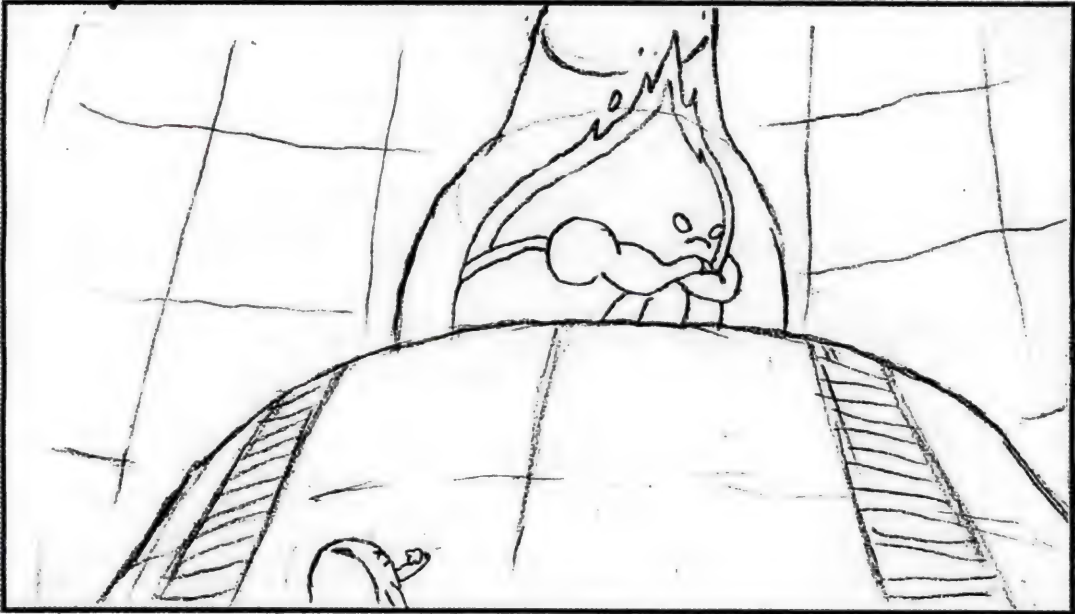
1034/240

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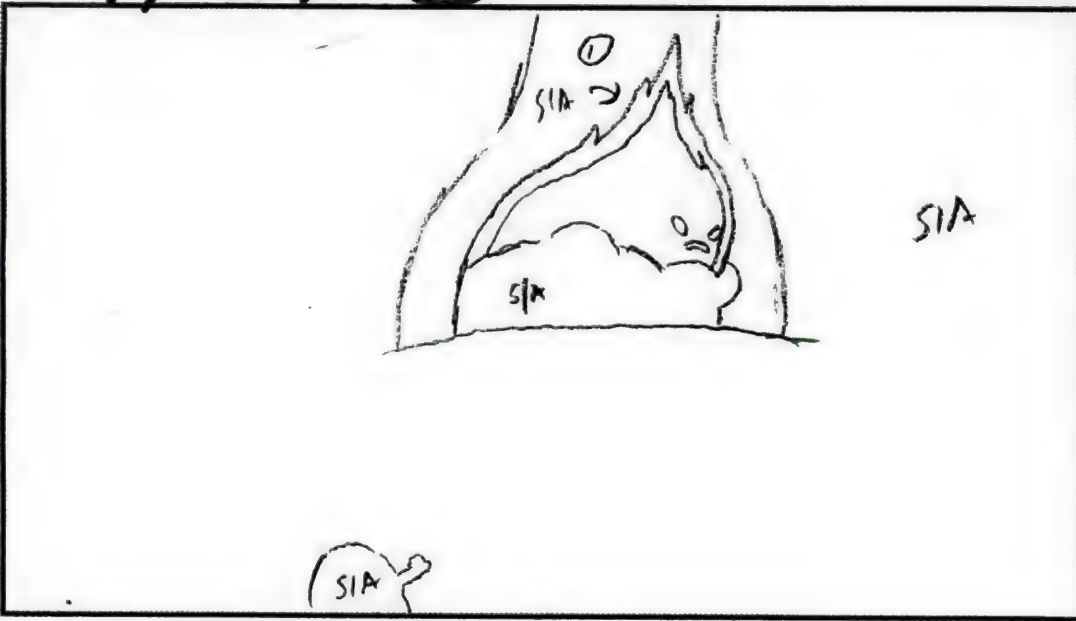
ADVENTURE TIME



Sc. **99** Pnl. **A** Bg. day night



Sc. **99 CONT** Pnl. **B** Bg. day night



Dialog: (FK) = Um - - -

Action:

Timing:

Page **156**

EPISODE # 1034-240

1034/240

NOV 12 2015

Production:

1034/240



# ADVENTURE TIME



Page **157**

Sc. **99 cont** Pnl. **C**

Bg.

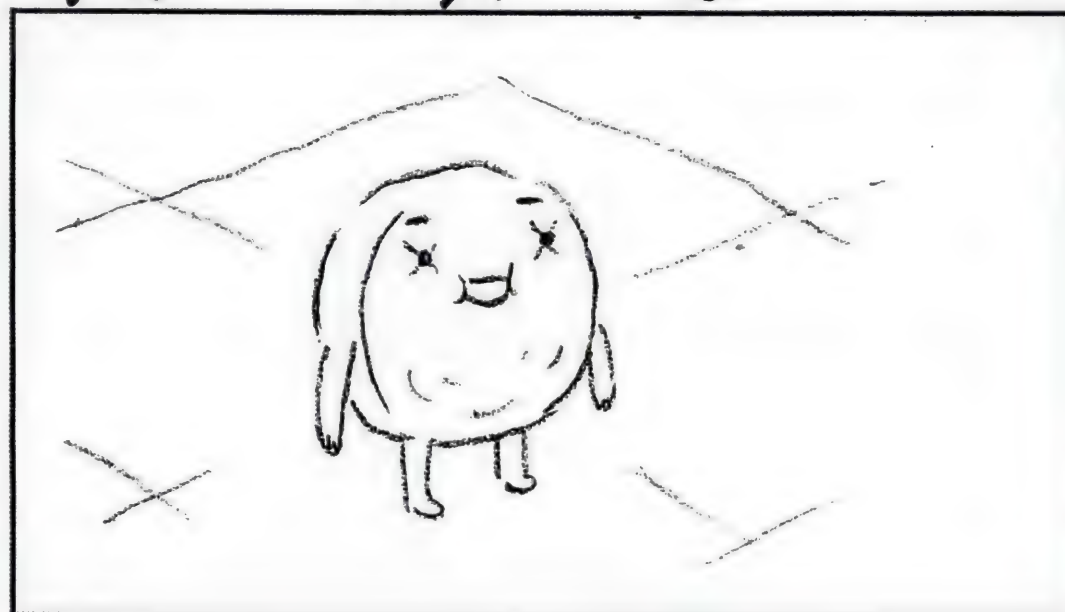
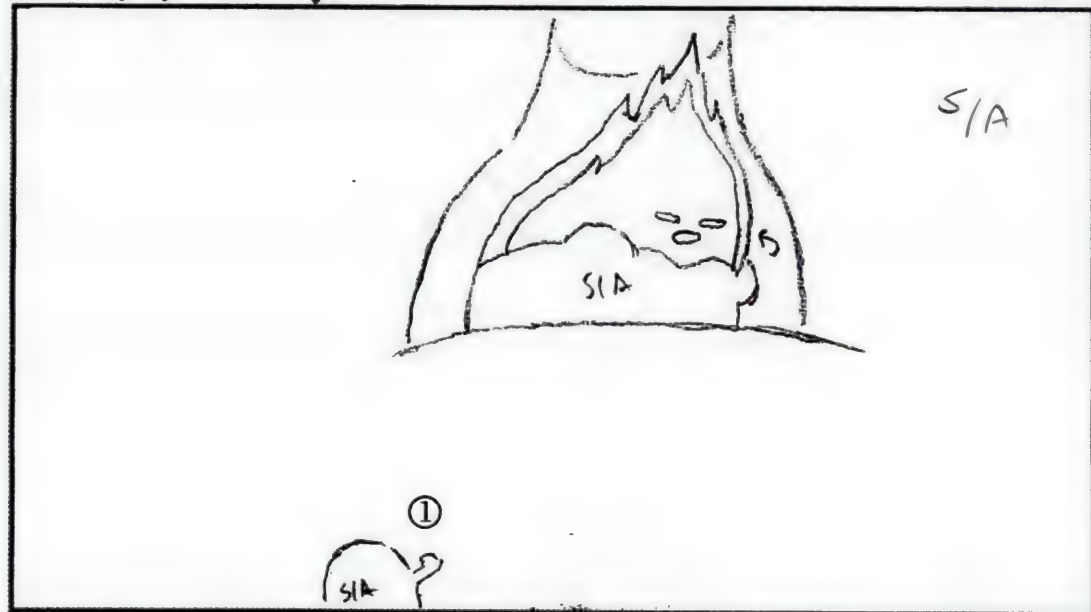
day night

Sc. **100**

Pnl. **A**

Bg.

day night



Dialog:

**(FC)**: WHO ARE YOU?

**(BB)**: BUN BUN.  
DO YOU LIKE DOGS?

Action:



NOV 12 2015

Timing:

EPISODE # **1034/240**

Production:

1034/240

1034/240

# ADVENTURE TIME



Page **158**

Sc. **101** Pnl. **A** Bg. day night



Sc. **101 CONT** Pnl. **B** Bg. day night



Dialog:

**(FK)** : SURE, I LIKE DOGS.

**(FK)** : NOT THOSE STUPID TINY ONES, THOUGH. I LIKE 'M MEDIUM-SIZED.

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Produced by

1034/240

1034/240

1034/240

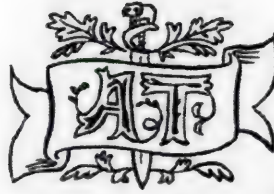
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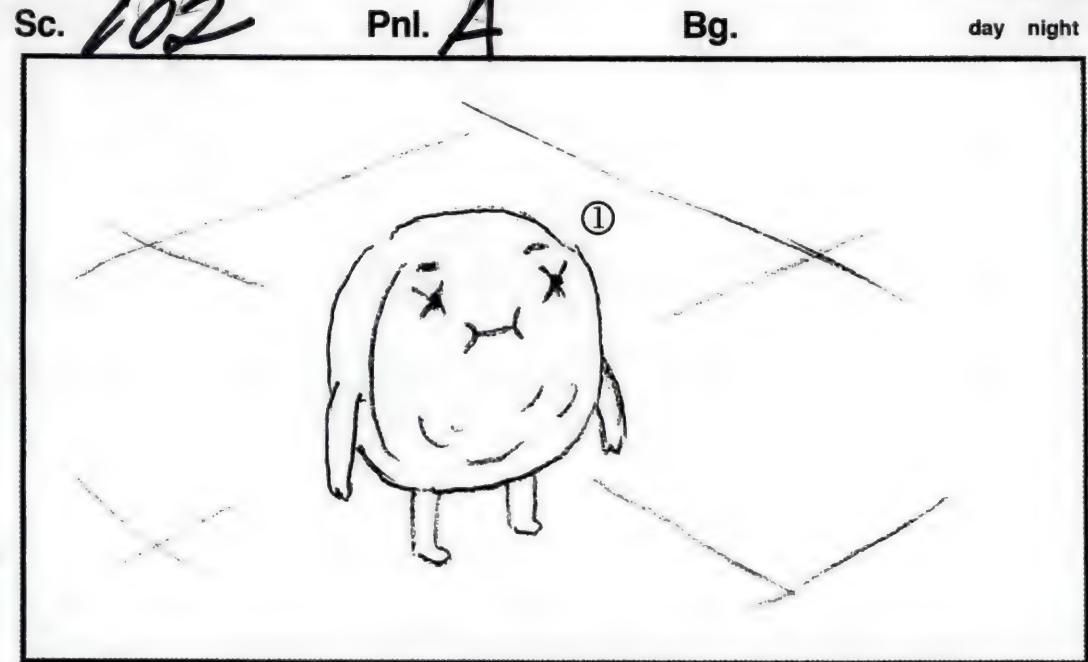
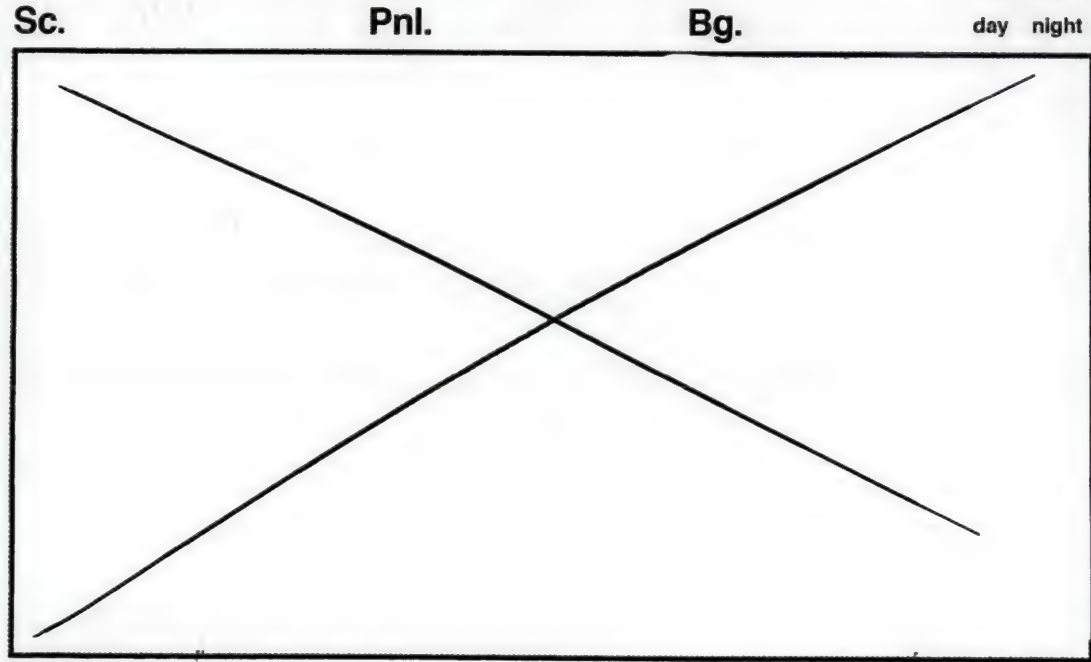
1034/240

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# ADVENTURE TIME



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Dialog:

**(BB):** I LIKE DOGS!  
WE'RE FRIENDS.

Action:

Timing:



EPISODE # 1034-240

1034/240

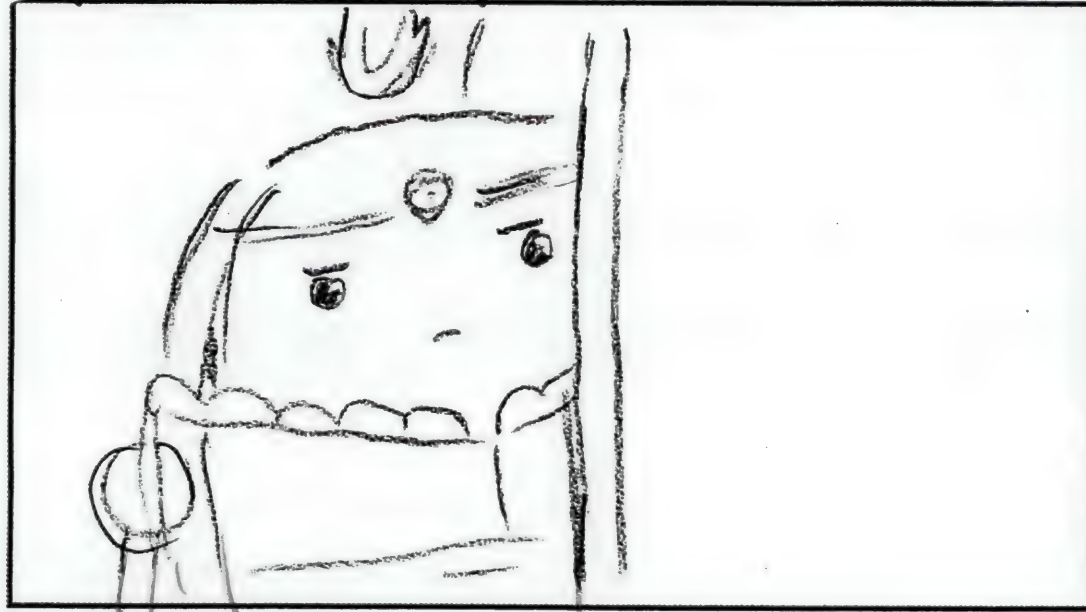
1034/240

# ADVENTURE TIME

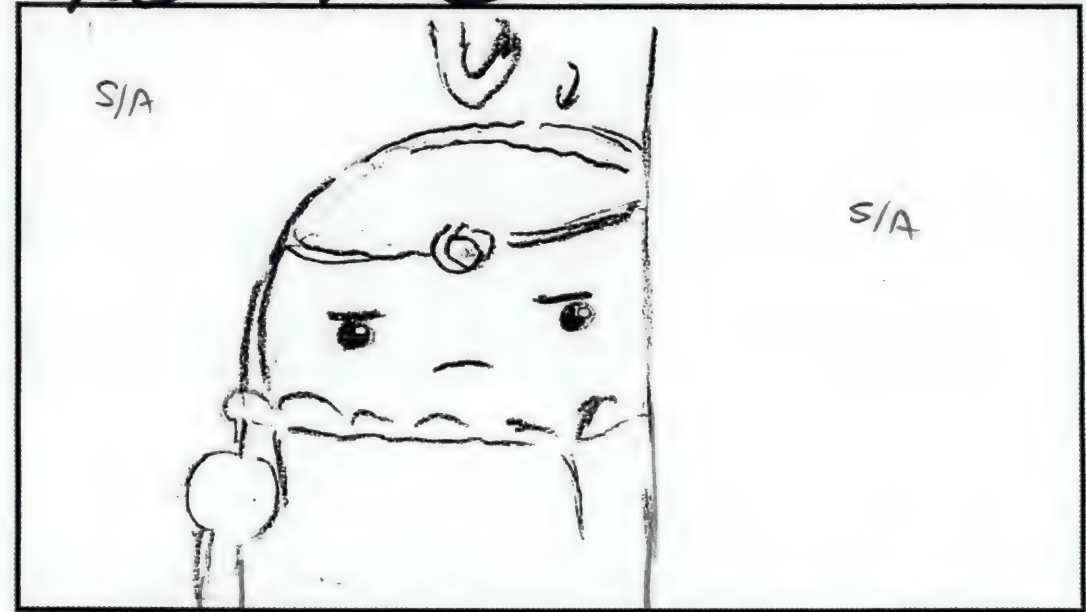


Page 160

Sc. 103 Pnl. A Bg. day night



Sc. 103 cont Pnl. B Bg. day night



Dialog:

(FK) (OFF/S) WE ARE? BUT I JUST MET YOU ...

Action:

- CB LOOKS PENSIVE.

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

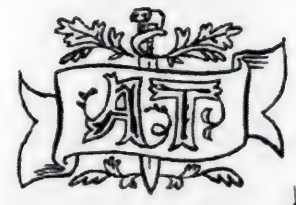
1034/240



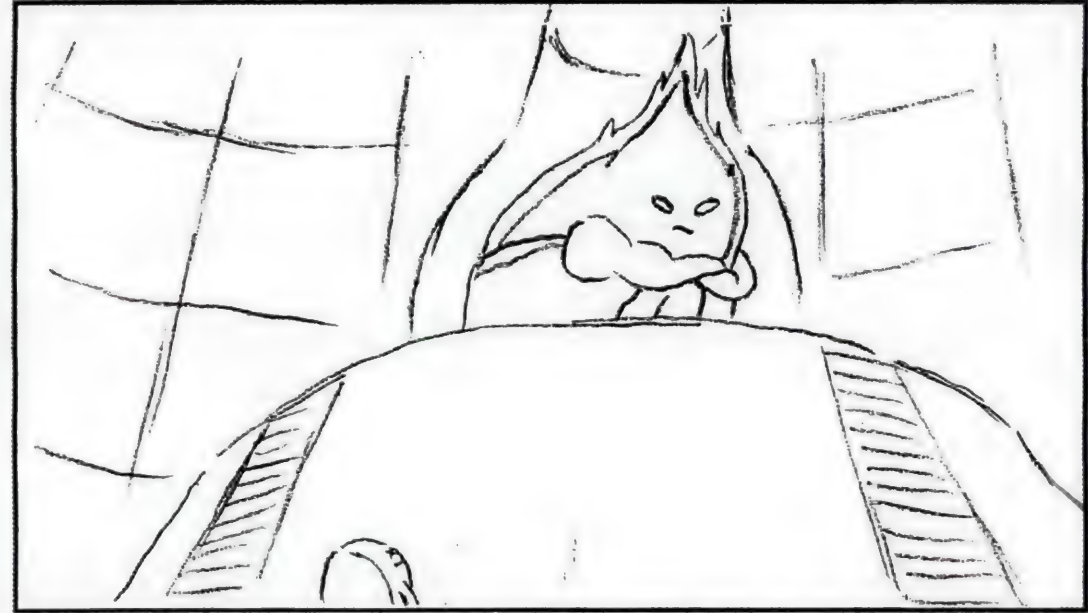
1034/240

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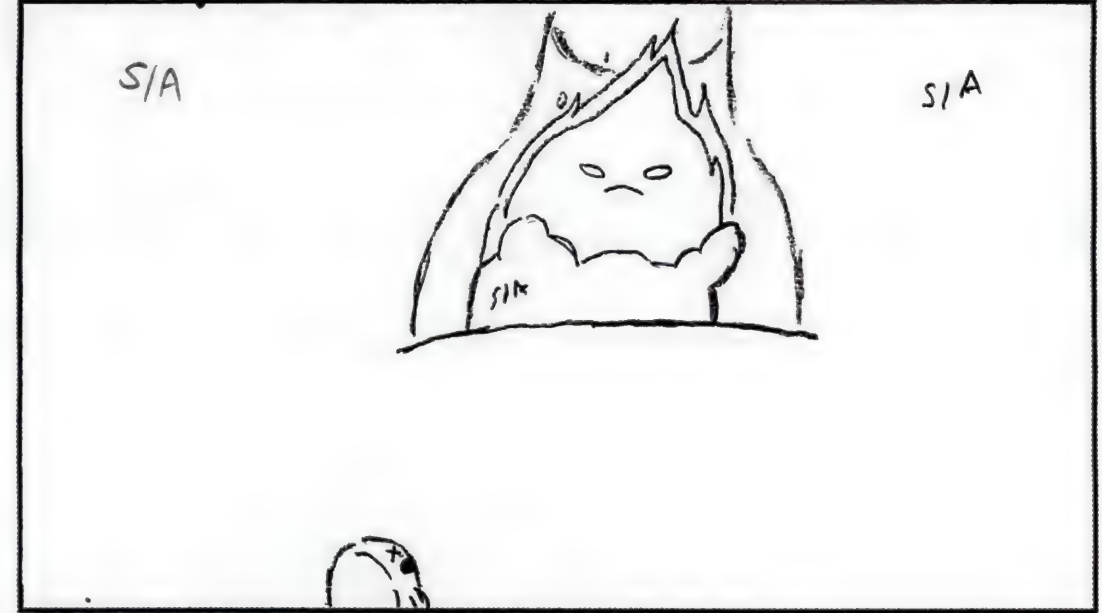
# ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 cont Pnl. B Bg. day night



Dialog:	<u>FK</u> : But first I'll need to know exactly how evil you are.	<u>BB</u> : I'm one hundred percent evil...
Action:		What's evil -
Timing:		- CB walks on/s

(A-1)

(B-1)

NOV 12 2015

EPISODE # 1034-240

1034/240

1034/240

# ADVENTURE TIME



Sc. 104 cont Pnl. 2

Bg.

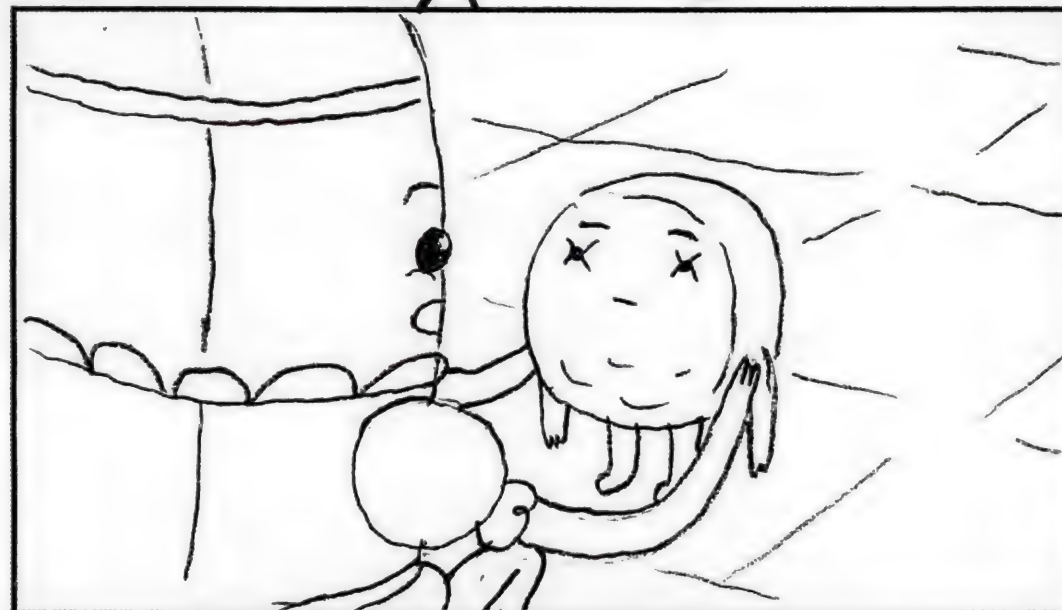
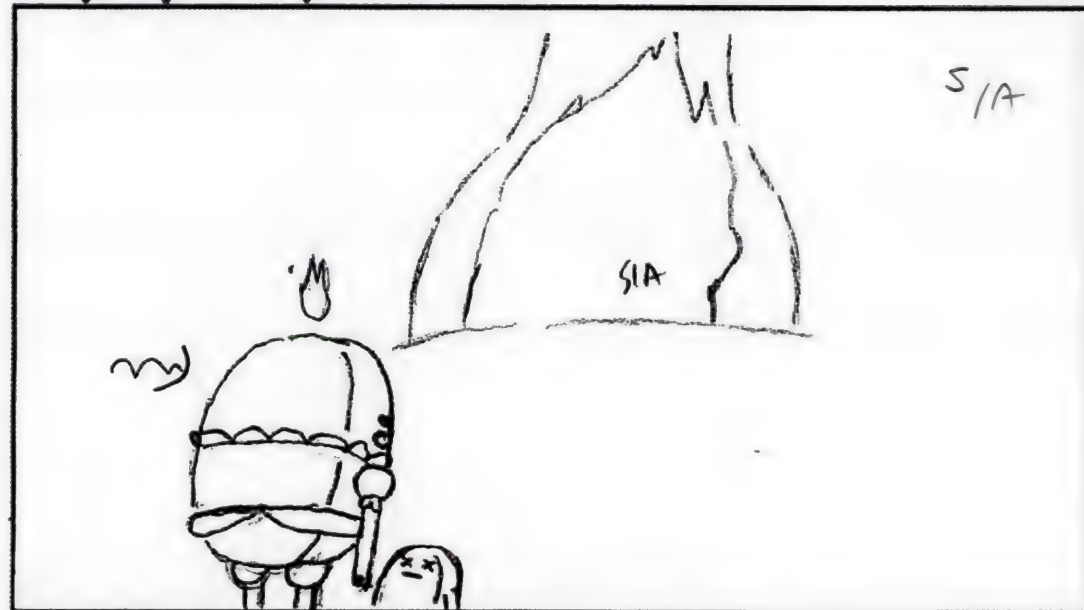
day night

Sc. 105

Pnl. A

Bg.

Page 162  
day night



Dialog:

(CB) : WHAT YOU'RE DOING IS  
REALLY GOOD.

(CB) trying to make friends with the old king and all

Action:

- CB CROUCHES DOWN,  
PUTS HANDS ON  
AB'S SHOULDERS

Timing:



NOV 12 2015

Production:

EPISODE # 1034/240

1034/240

1034/240



1034/240

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# ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<b>103 cont</b>	<b>B</b>			

<b>Dialog:</b>	<b>CB: BUT! THERE'S <u>ONE</u> →</b>
<b>Action:</b>	<b>-CB RAISES FINGER</b>
<b>Timing:</b>	<b>NOV 12 2015</b>

EPISODE # **1034-240**

Production:

1034/240

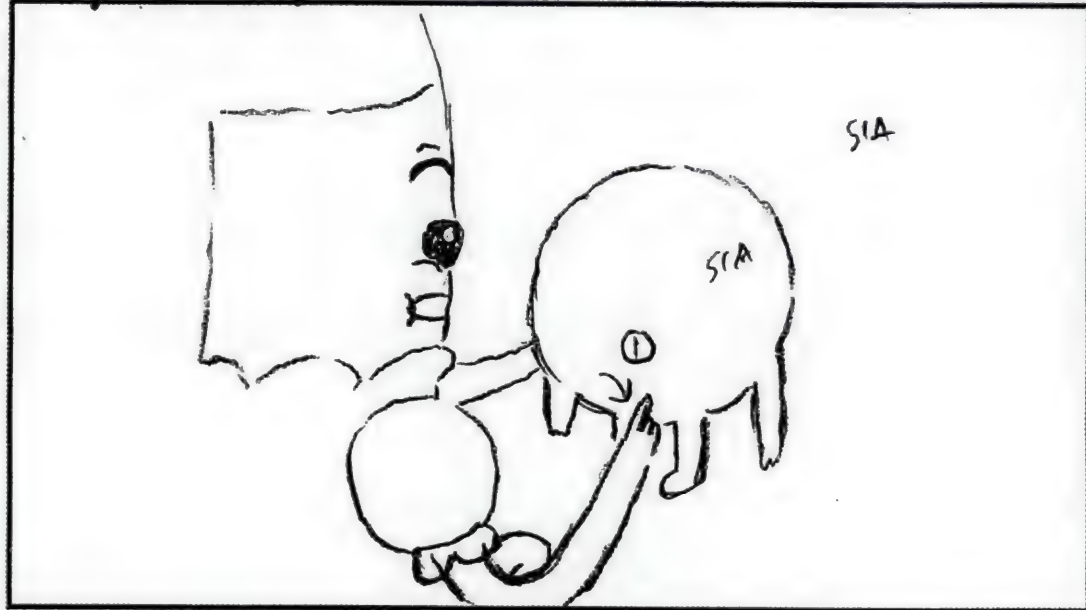
1034/240

# ADVENTURE TIME

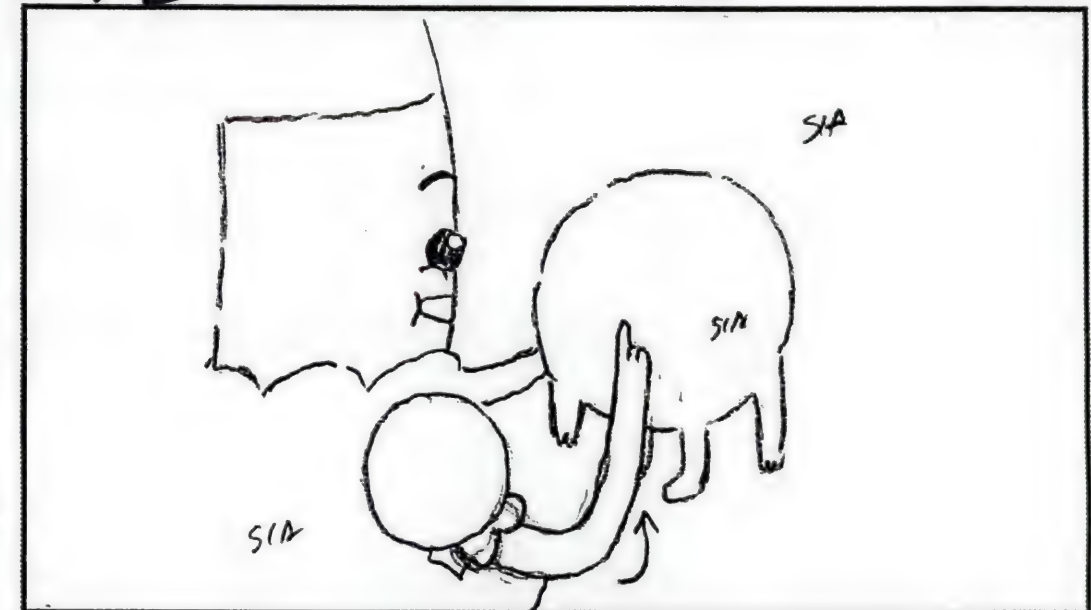


Page **164**

Sc. **105 cont** Pnl. **C** Bg. day night



Sc. **105 cont** Pnl. **D** Bg. day night



<p>Dialog: <b>(CB):</b> VERY VERY IMPORTANT THING</p>		<p><b>(CB):</b> that YOU NEED TO PROMISE ME</p>	
<p>Action: - CB WAYS FINGER ①, ② X ⑦, ①</p>		<p>- CB RAISES FINGER</p>	
<p>Timing:</p>		<p>NOV 12 2015</p>	



EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

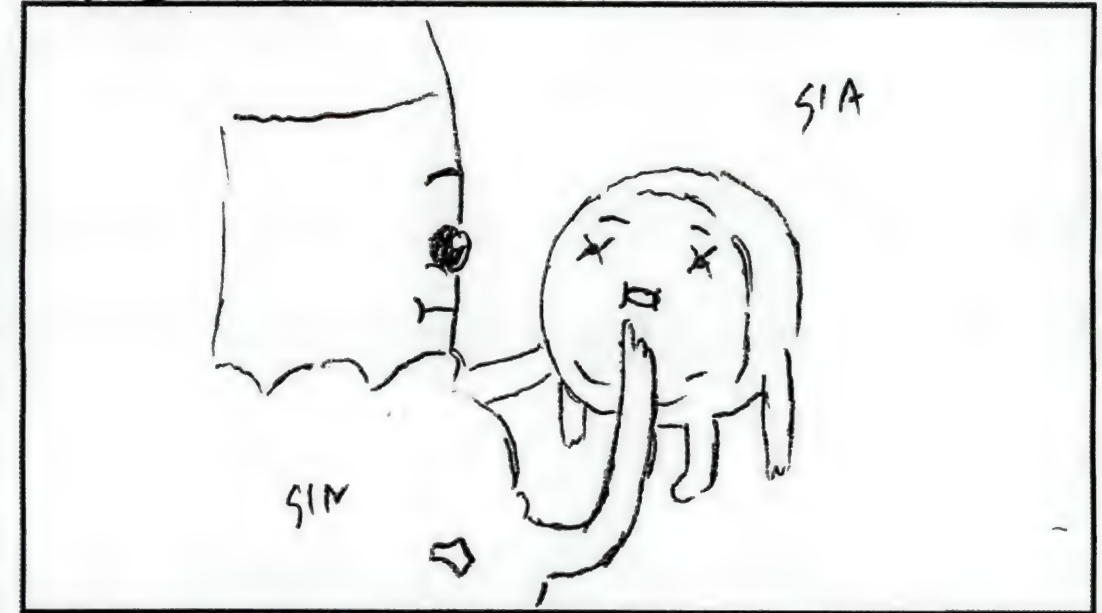


# ADVENTURE TIME



Page 165

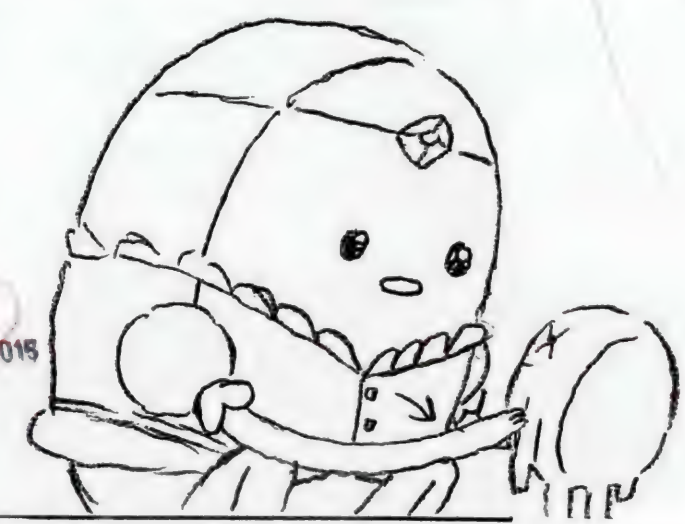
Sc. 105 cont Pnl. E Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:	(BB) : YES.	(CB) So
Action:	-CB PUTS HAND ON BB'S SHOULDER	
Timing:	NOV 12 2015	



EPISODE # 1034/240

1034/240

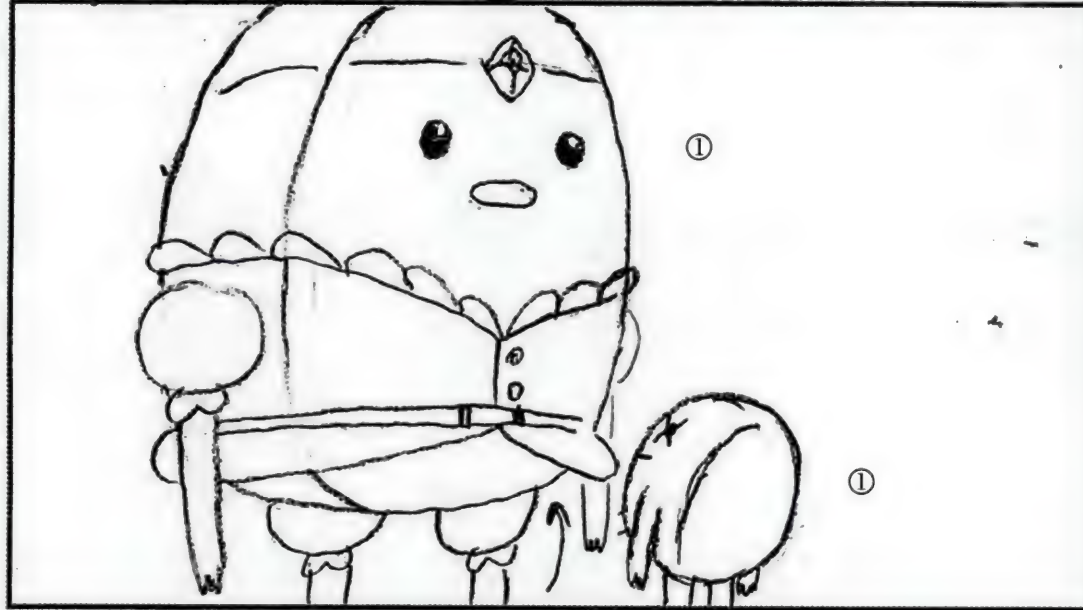
1034/240

1034/240

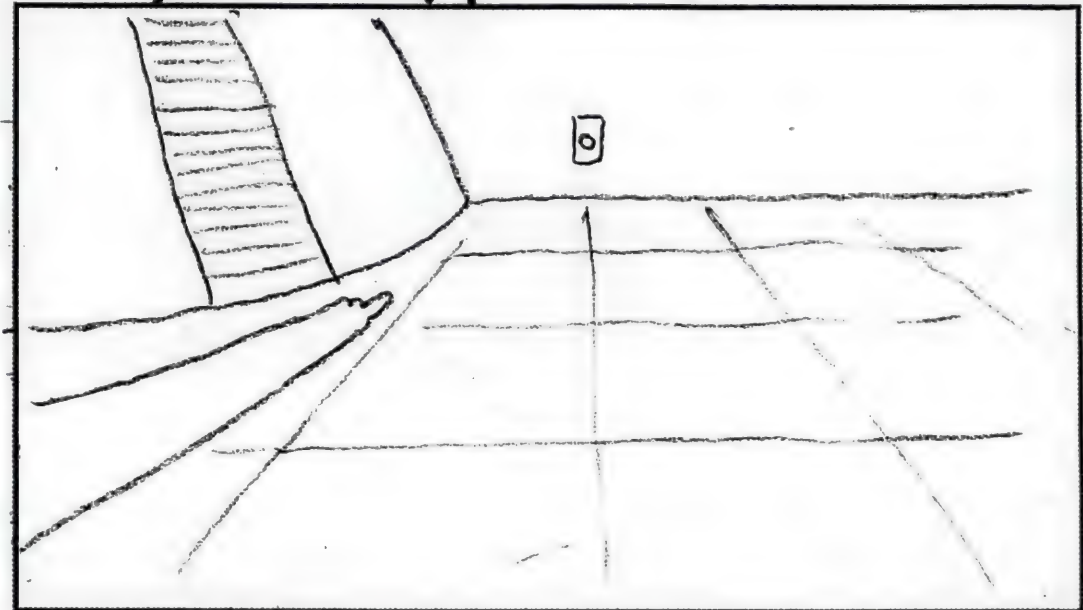
# ADVENTURE TIME



Sc. **106 cont** Pnl. **B** Bg. day night



Sc. **107** Pnl. **A** Bg. day night



Dialog: **(CB)** : YOU SEE THAT  
BUTTON OVER THERE?

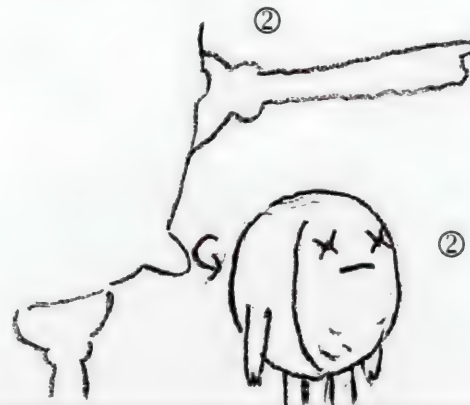
**(CB)** - WHAT EVER YOU DO...

Action: - CB STANDS AND POINTS  
- BB TURNS.

- CB POINTS TO BUTTON.

NOV 12 2015

Timing:



EPISODE # **1034-240**

1034/240

Production:



1034/240

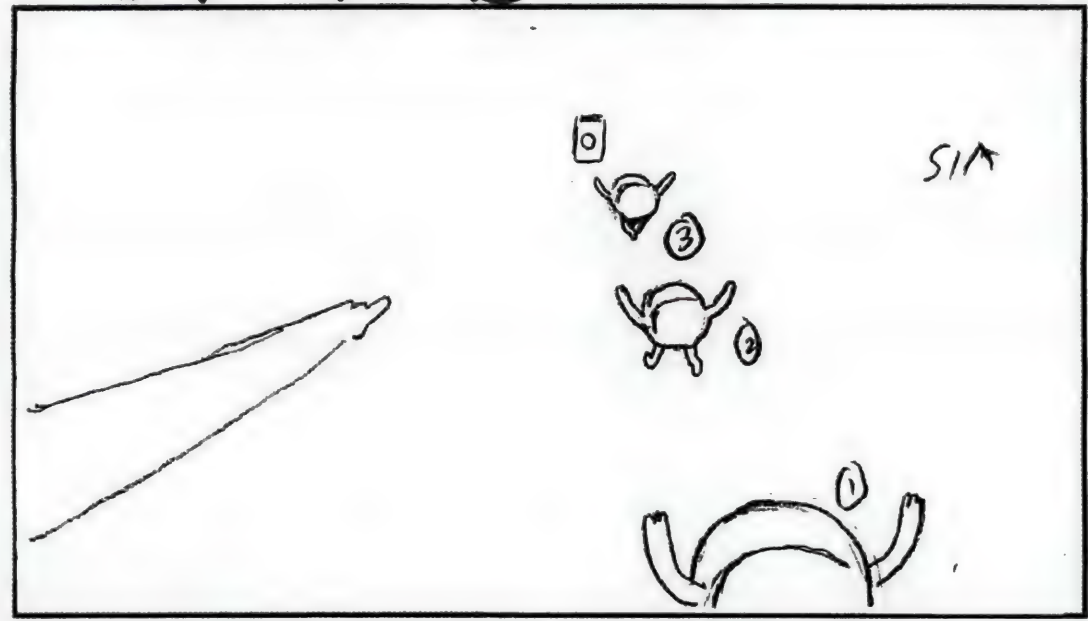
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# ADVENTURE TIME

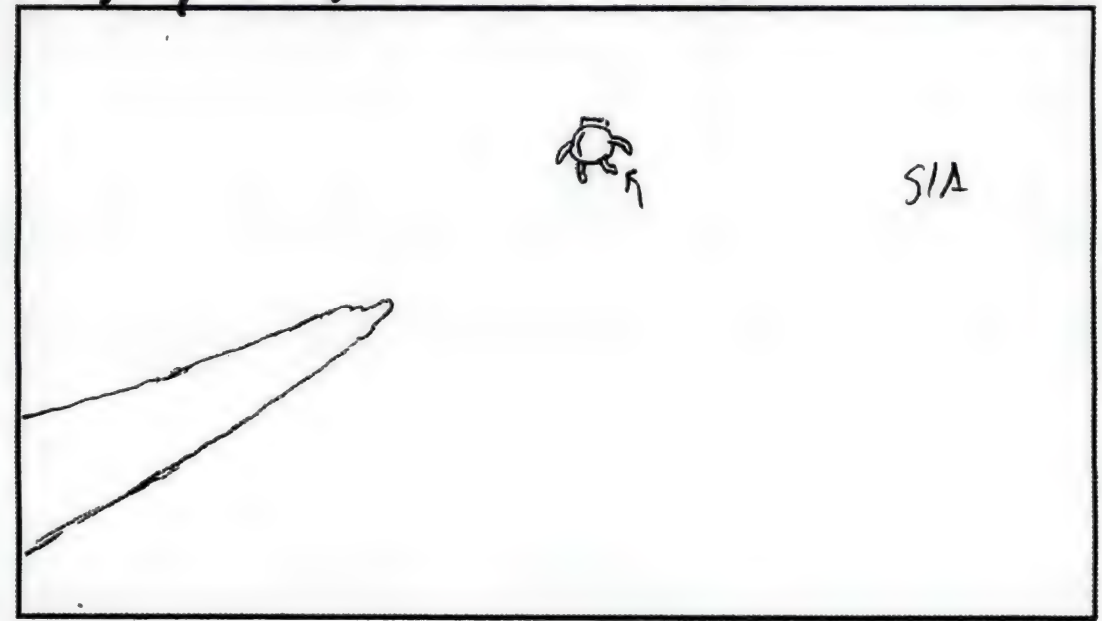


NO SC  
108

Sc. 107 cont Pnl. B Bg. day night



Sc. 107 cont Pnl. C Bg. day night



Page 167

EPISODE # 1034-240

1034/240

Dialog:

BB: BUTTON!

SFX: BOOP

Action:

- BB RUNS TO BUTTON

- BB BODYCHECKS BUTTON, FALLS ONTO BACK

Timing:

NOV 12 2015

CI

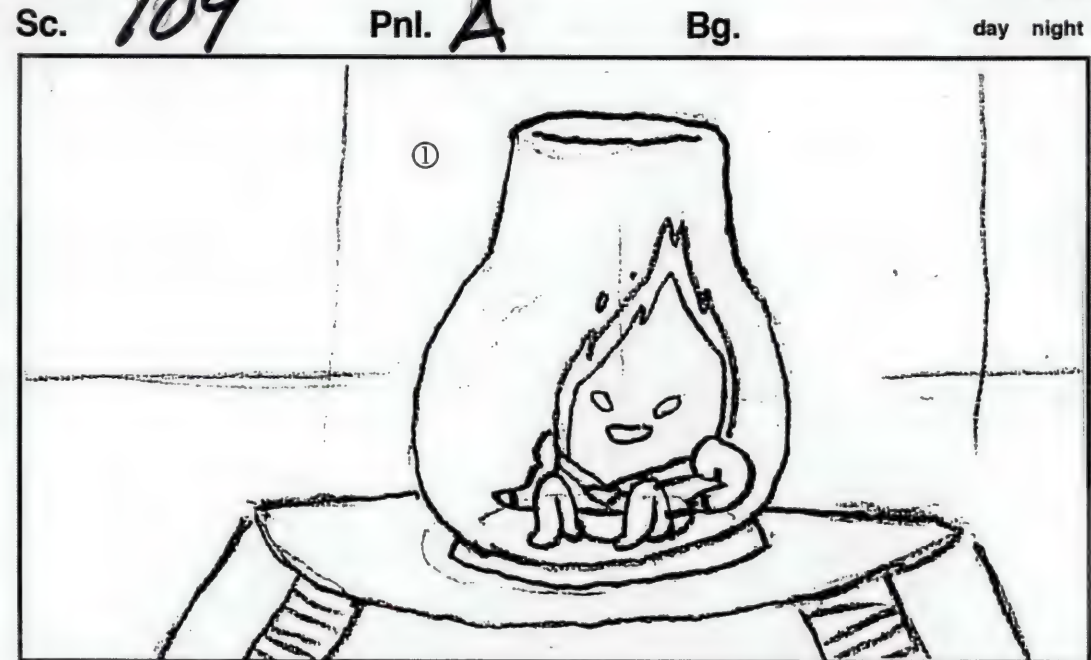
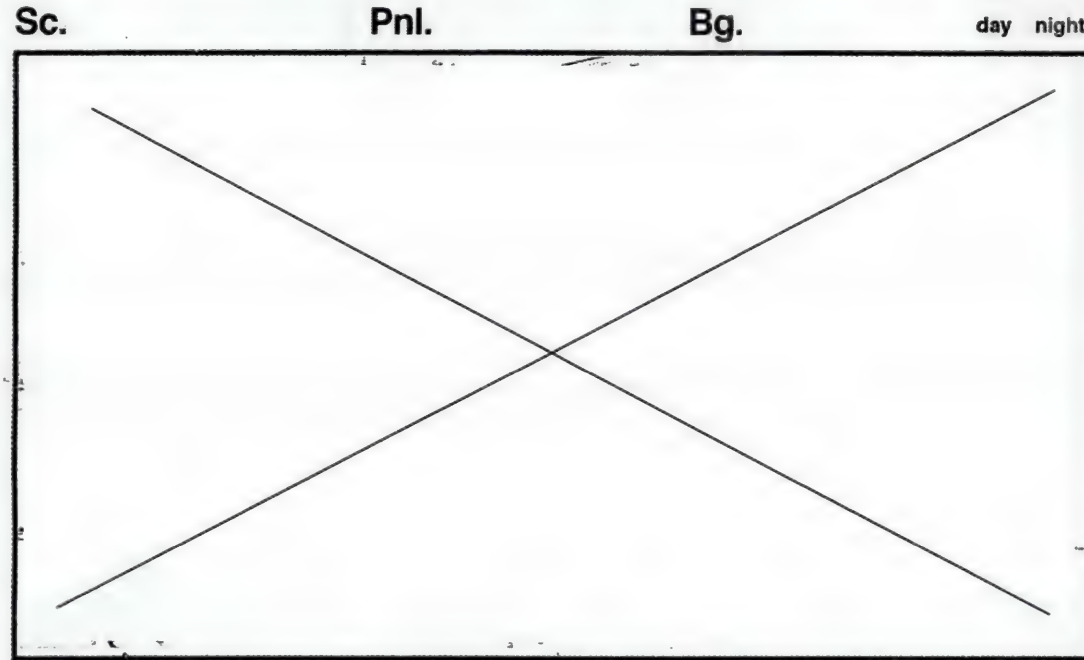
Production:

1034/240

# ADVENTURE TIME



Page **168**



Dialog:

Action:

Timing:



- DOOR IN  
LANTERN  
OPENS



NOV 12 2015

EPISODE # 1034-240

1034/240

1034/240

1034/240



# ADVENTURE TIME

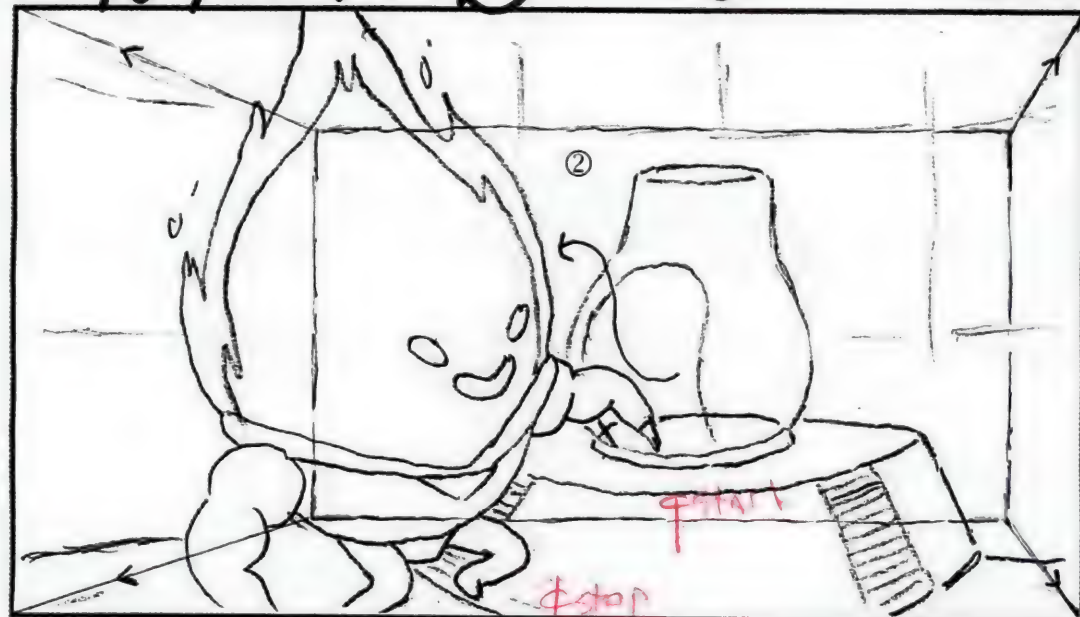


Page **169**

Sc. **109 cont** Pnl. **B**

Bg.

day night

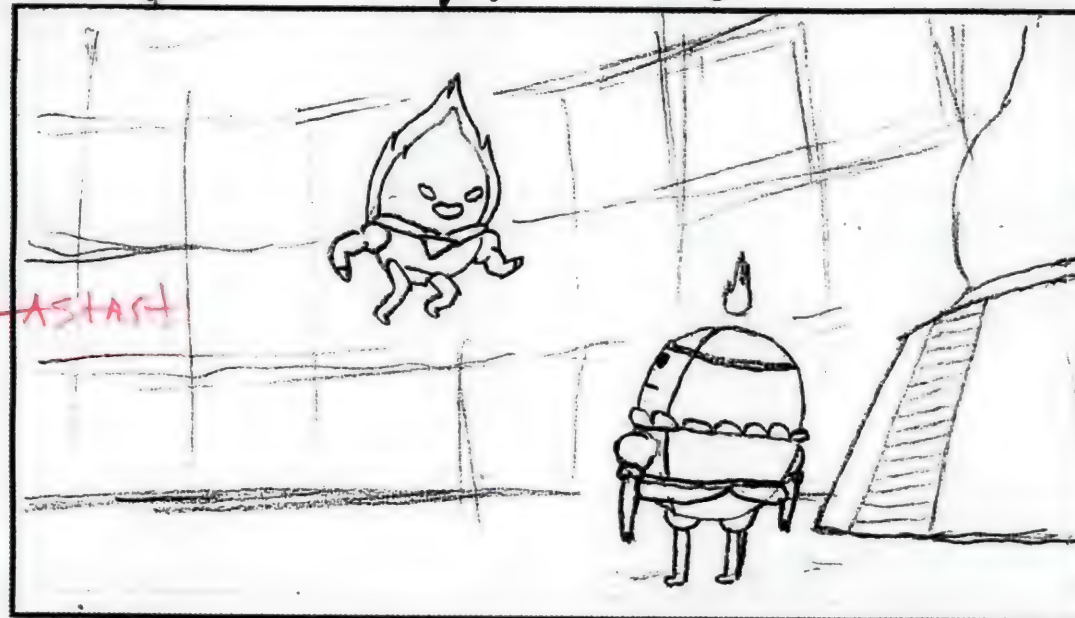


Sc. **110**

Pnl. **A**

Bg.

day night



Dialog:

(FK) : WELL DONE, BUN BUN !

(FK) NOW TO THE HILLS, TO  
REGROUP MY FORCES !

Action:

-FK FLIES OUT OF LAMGON.

*Diag* TRUCK OUT W ACTION

Timing:



NOV 12 2015

Production:

EPISODE # 1034-240

1034/240

1034/240



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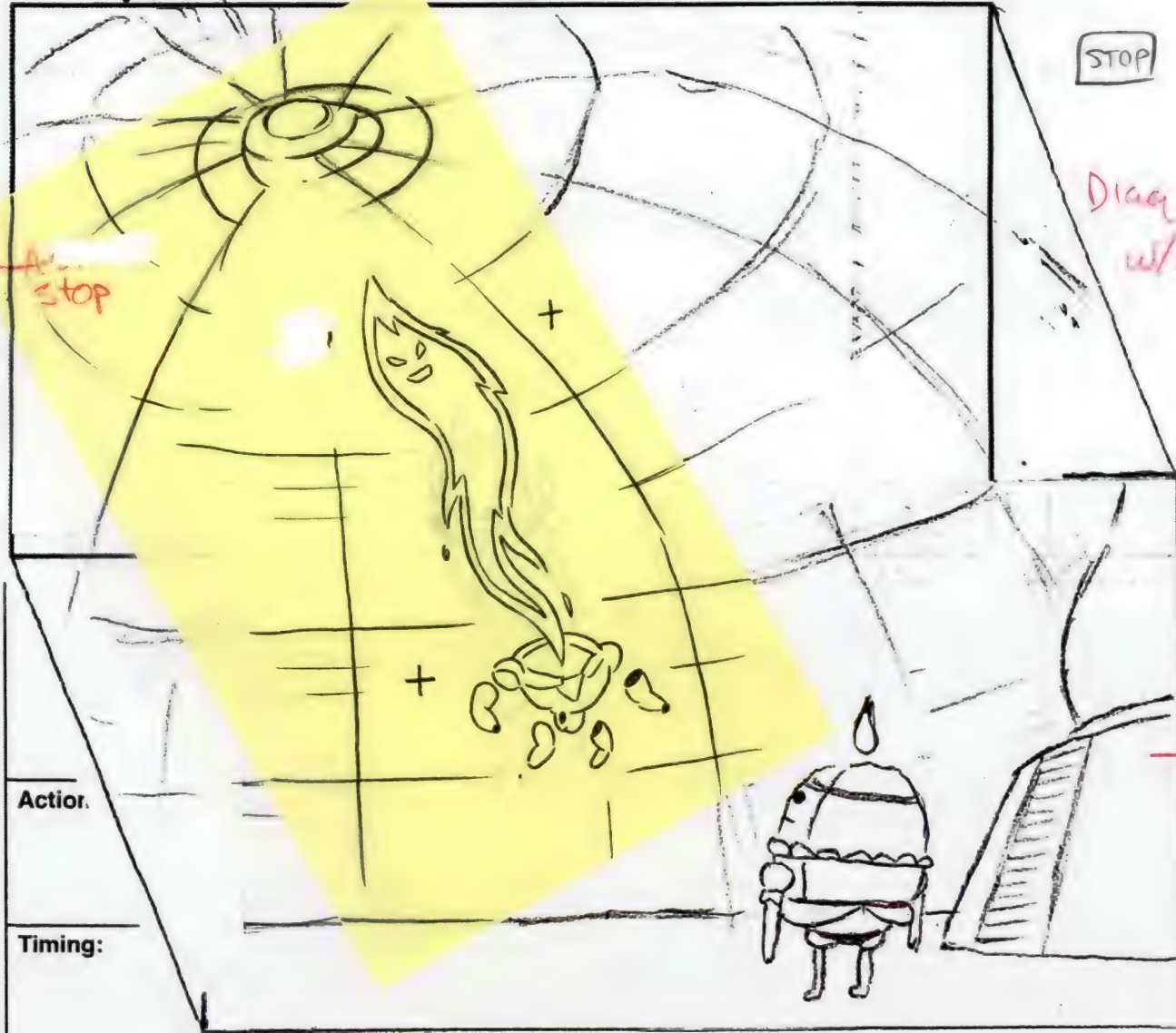
1034/240

# ADVENTURE TIME



Sc. 110 cont Pnl C Bg.

day night



Action:

Timing:

STOP

Diag pans  
w/w action

START

FK: HA HA - FREE!

B  
A start SFX: \* FWOOSH \*

- FK FLIES UP TOWARDS  
HOLE IN CEILING  
(ARMOR BREAKS APART)

NOV 12 2015

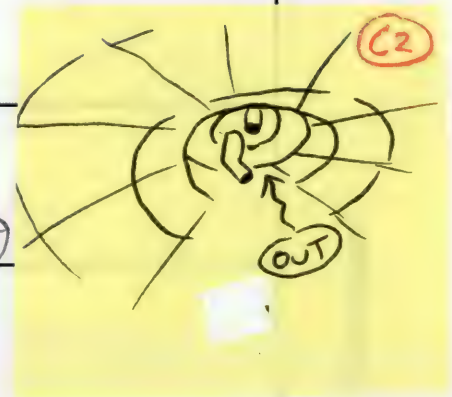
Page 170

day night



# 1034-240

1034/240



1034/240



1034/240

# ADVENTURE TIME



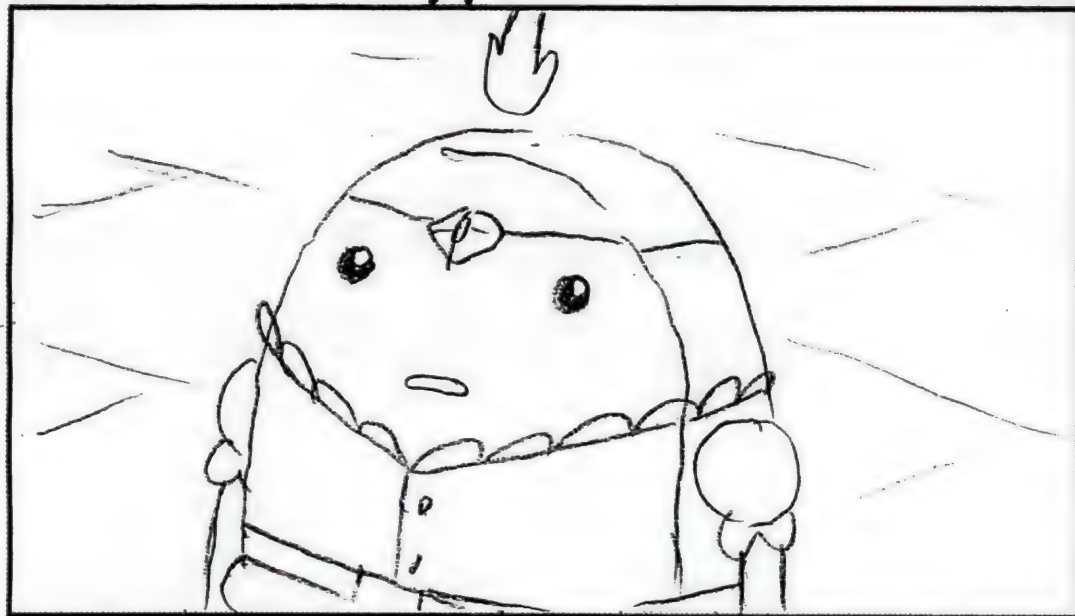
Page 171  
day night

Sc. 111

Pnl. A

Bg.

day night



Sc. 111 cont Pnl. B

Bg.

day night



EPISODE # 1034-240

1034/240

Dialog:

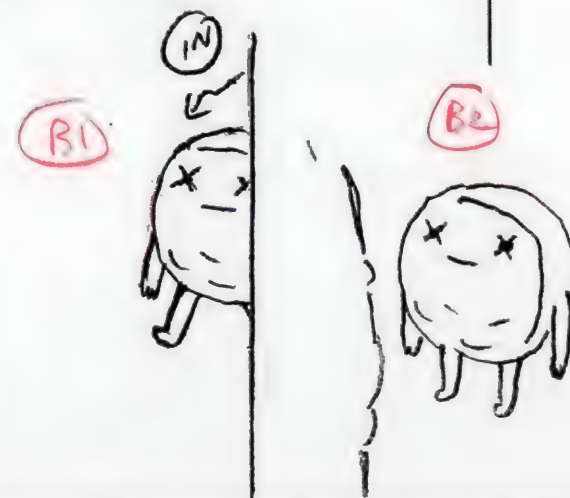
(CB) Oh my glob.

Action:

-LB RAISES HIS  
HANDS  
-BB WALKS UP ON/S  
BEHIND HIM

Timing:

NOV 12 2015



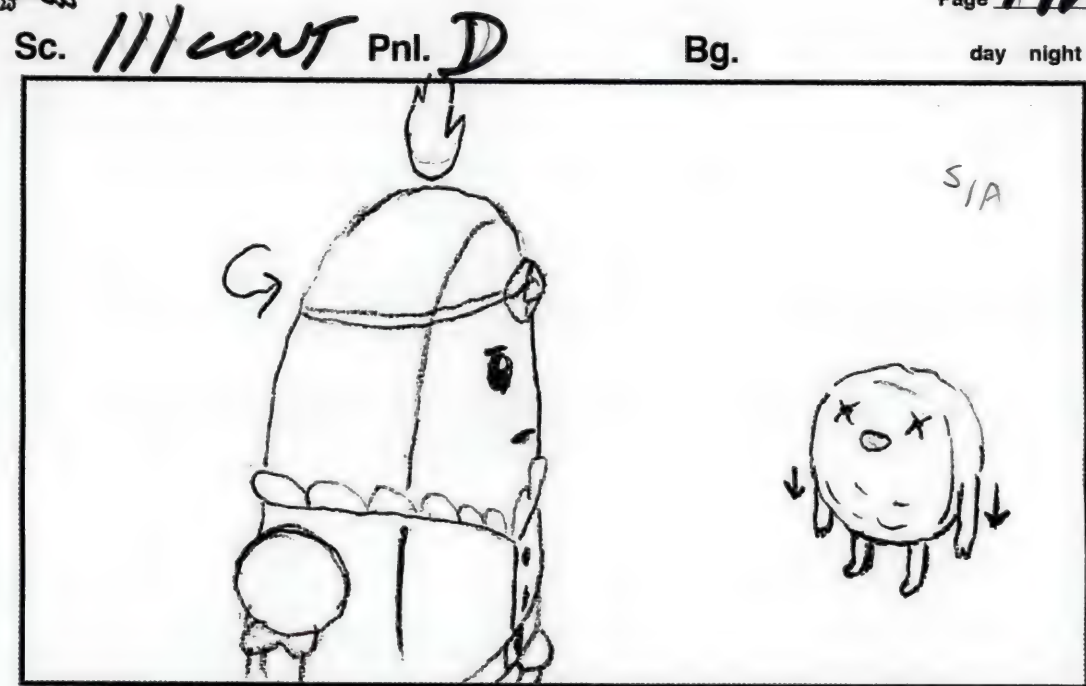
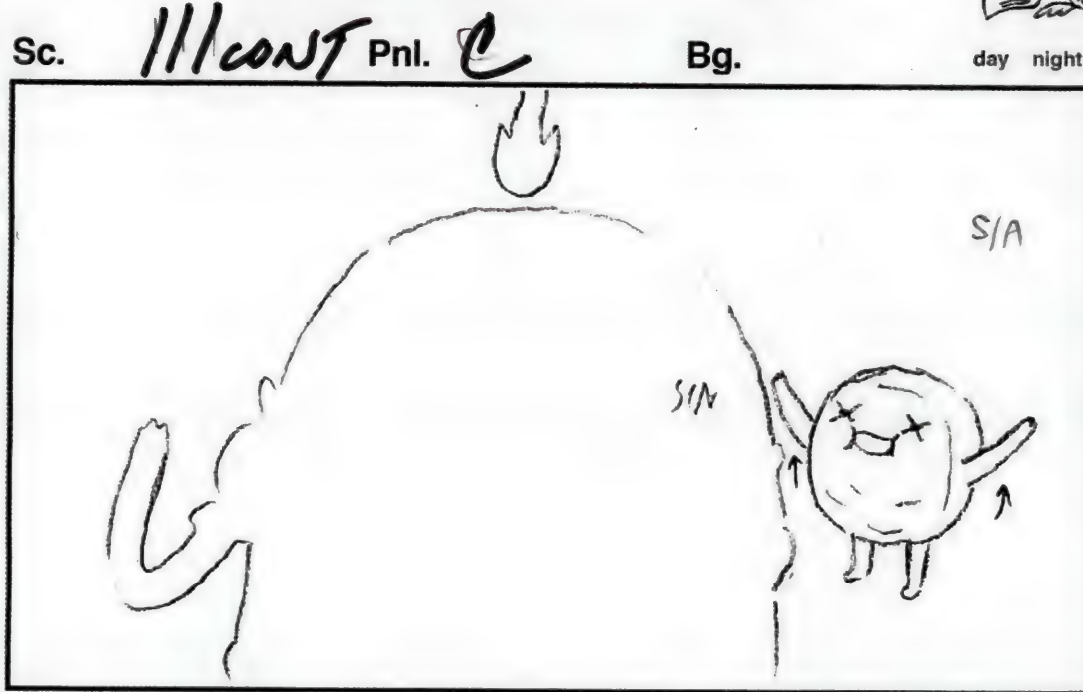
1034/240

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# ADVENTURE TIME



Page **172**  
day night



Dialog:

(BB): FREE !

(BB):

FREE IS GOOD, RIGHT.

Action:

- CB TURNS

Timing:

NOV 12 2015

EPISODE # 1034-240

1034/240

Production:

1034/240



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# ADVENTURE TIME

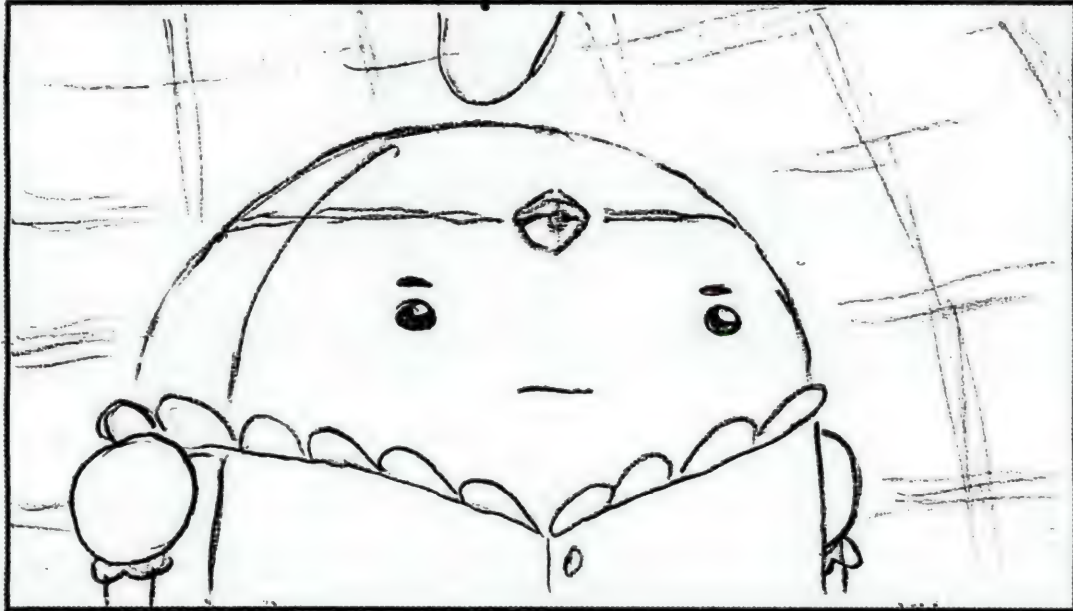


Sc. 112

Pnl. A

Bg.

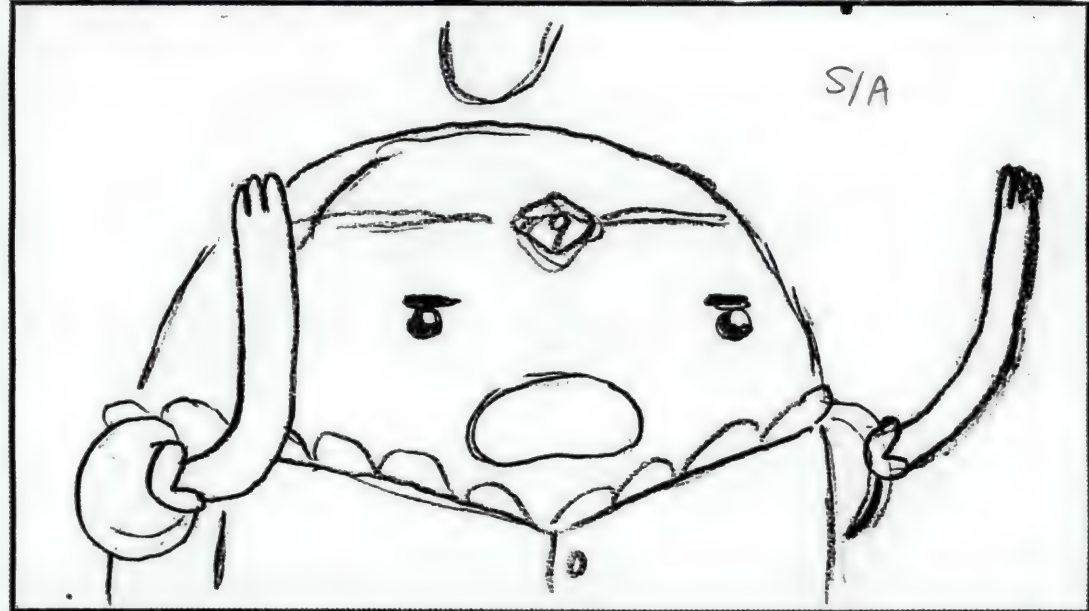
day night



Sc. 112 CONT Pnl. B

Bg.

day night



Dialog:

S.P.

(CB): NO.  
THIS IS BAD.

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Page **174**

Sc. **112 CONT** Pnl. **C**

Bg.

day night

Sc. **113**

Pnl. **A**

Bg.

day night



Dialog:

**(CB)**: WE HAVE TO  
CATCH HIM.

**(BB)**: CATCH !!

Action:

Timing:



NOV 12 2015

EPISODE # 1034-240

1034/240

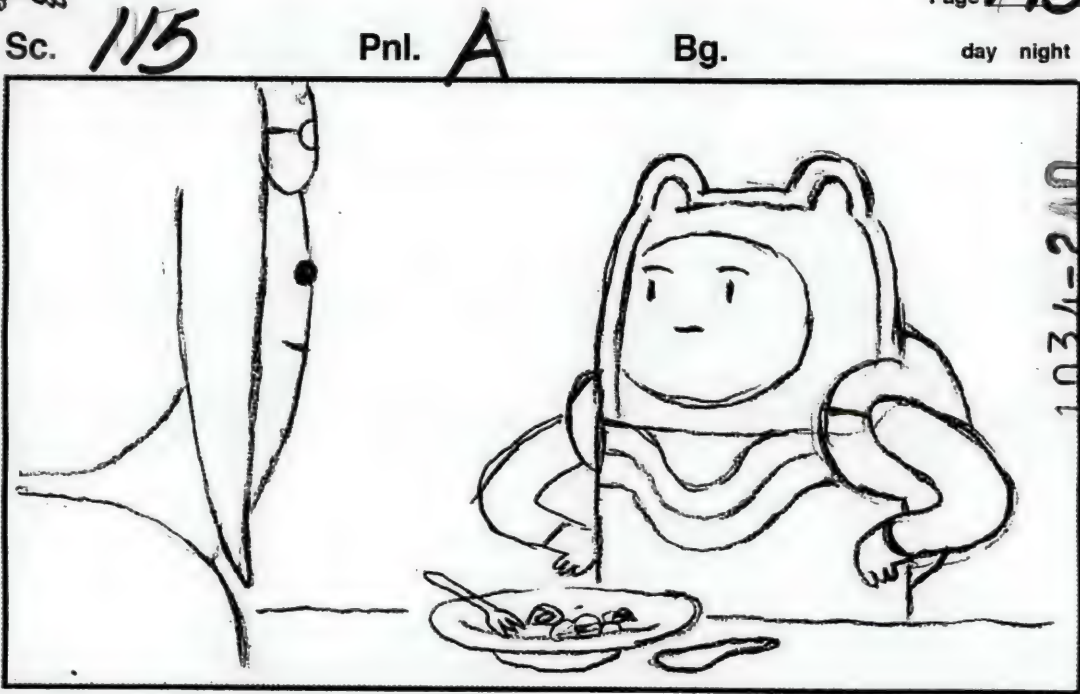
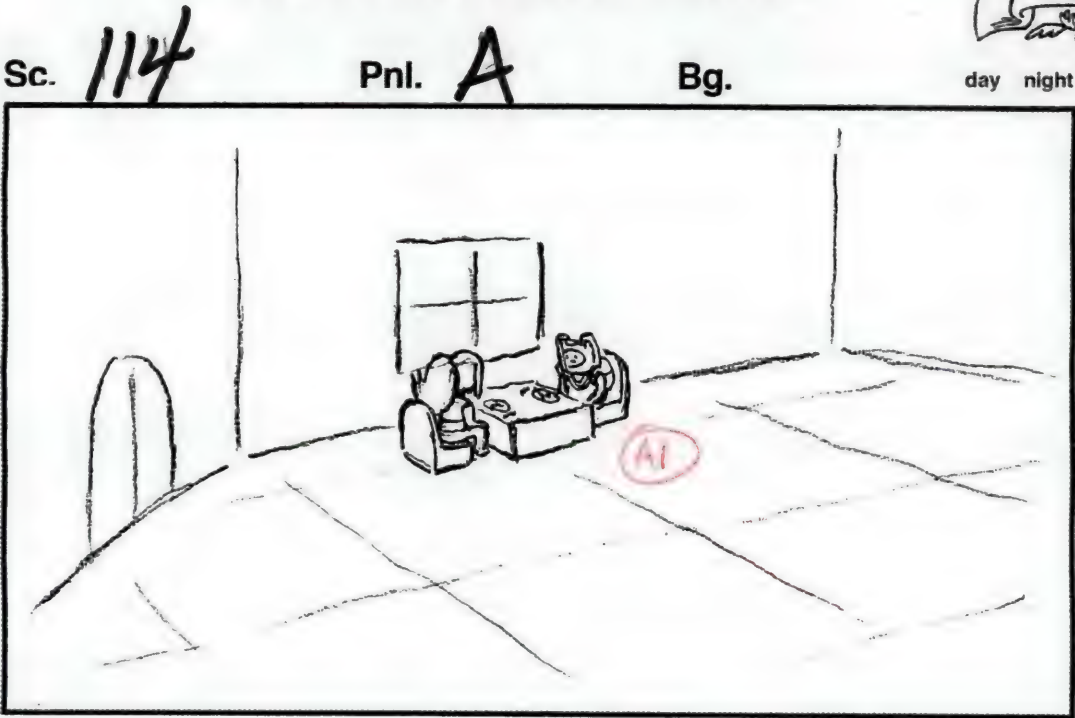
1034/240

1034/240



1034/240

# ADVENTURE TIME



**Dialog:**

**Action:** - F PUTS HANDS ON HIPS

**Timing:**



- F. FURROWS BROW.



NOV 12 2015

EPISODE #

1034/240

1034/240

# ADVENTURE TIME



Page **176**

Sc. **115 cont** Pnl. **B**

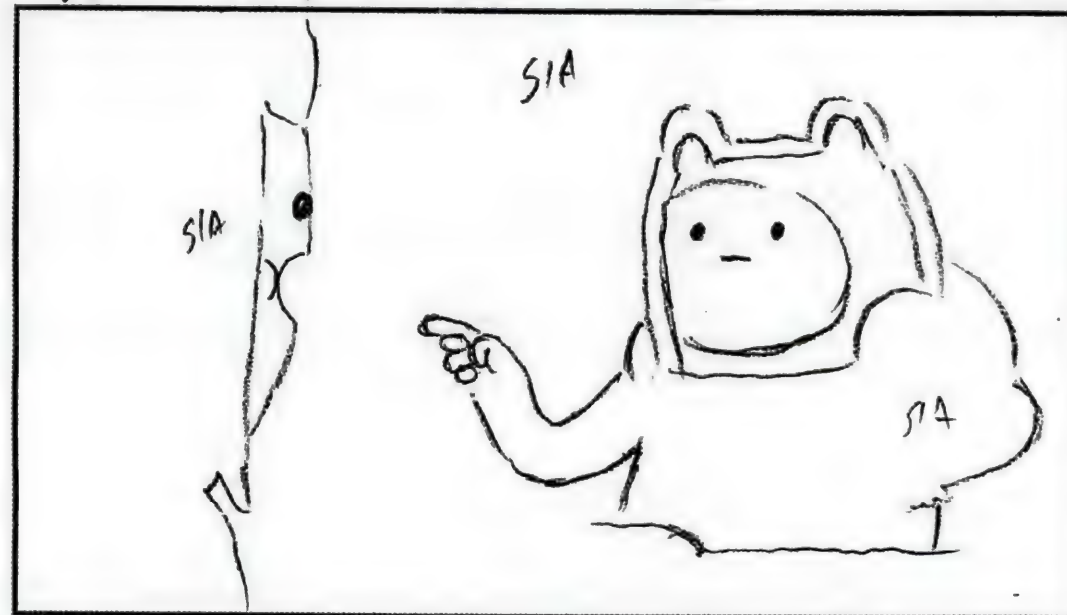
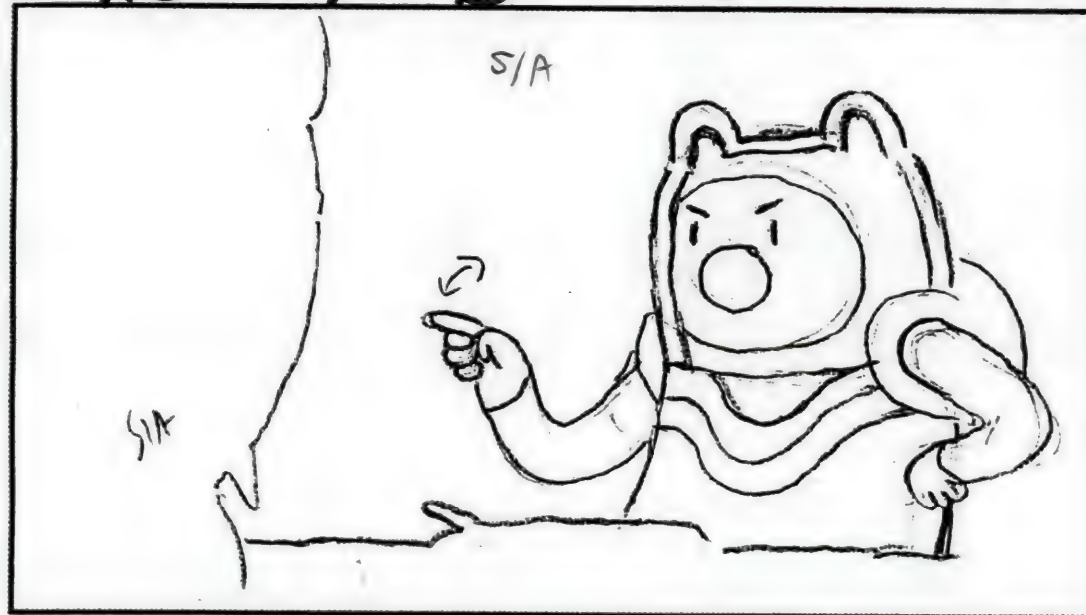
Bg.

day night

Sc. **115 cont** Pnl. **C**

Bg.

day night



Dialog:

(F) = (MOUTHING)  
SILENTLY) WA WAWA WAWAWA

(FP) : OH! THE ICE KING!

Action:

- F WAGGLES HIS FINGER

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240



1034/240

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# ADVENTURE TIME



Sc. 115 CONT Pnl. D

Bg.

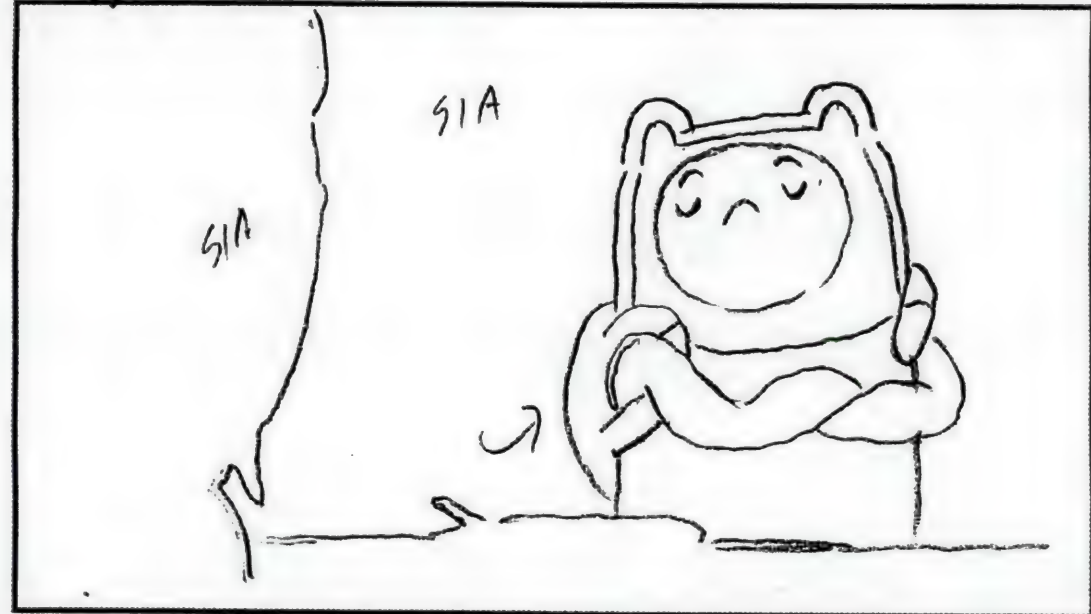
day night



Sc. 115 CONT Pnl. E

Bg.

day night



Dialog:

Action:

- F SHAKES HIS HANDS 'NO'

- F FOLDS HIS ARMS DOING  
A SNOOTY POSE

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

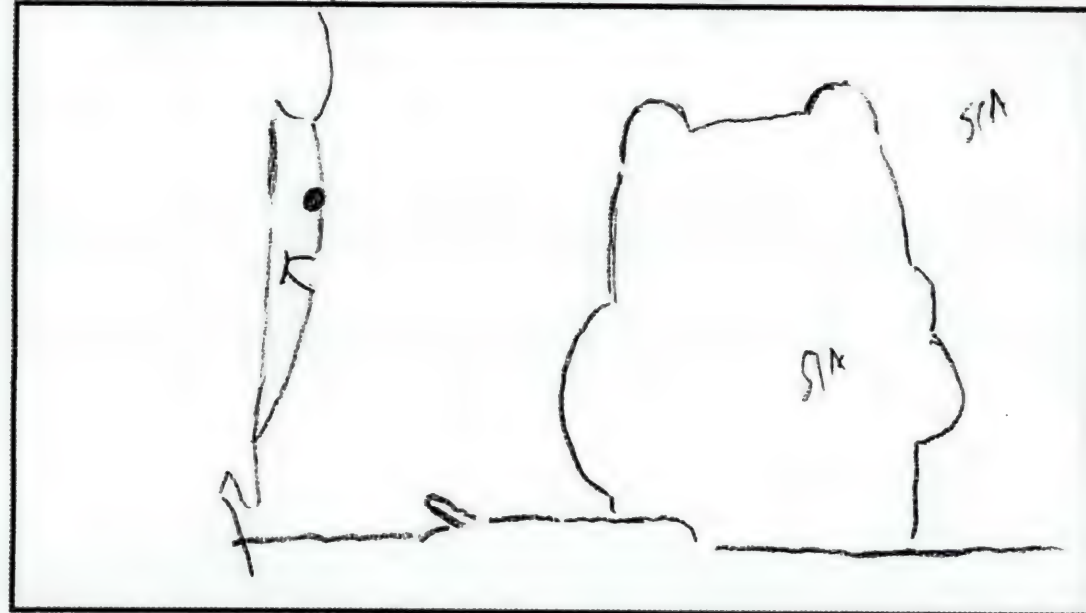
# ADVENTURE TIME



Sc. *115 cont* Pnl. *F*

Bg.

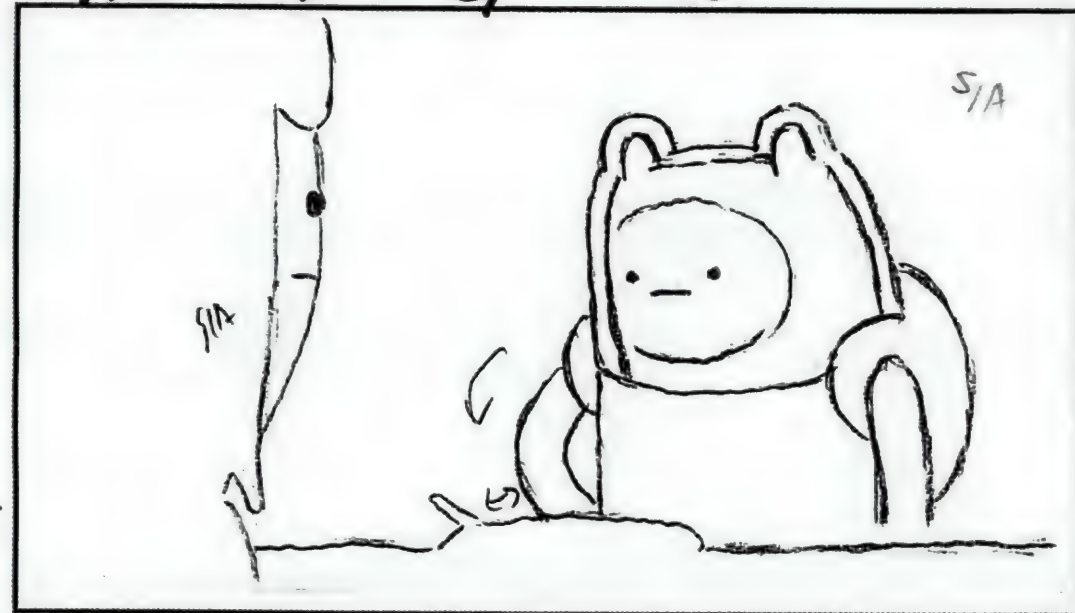
day night



Sc. *115 cont* Pnl. *G*

Bg.

day night



Page *178*

1034/240

EPISODE #

1034/240

Dialog:

*(FP) : SHELBY?*

Action:

*- f MIMES REACHING INTO HIS POCKET*

*NOV 12 2015*

Timing:

Production:

1034/240



1034/240

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# ADVENTURE TIME



Page **179**

Sc. **115 cont** Pnl. **H**

Bg.

day night



Sc. **115 cont** Pnl. **I**

Bg.

day night



Dialog:

Action:

- F MIMES PULLING OUT BINOCULARS = F TURNS SLOWLY AS IF VIEWING THRU BINOCULARS

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

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# ADVENTURE TIME

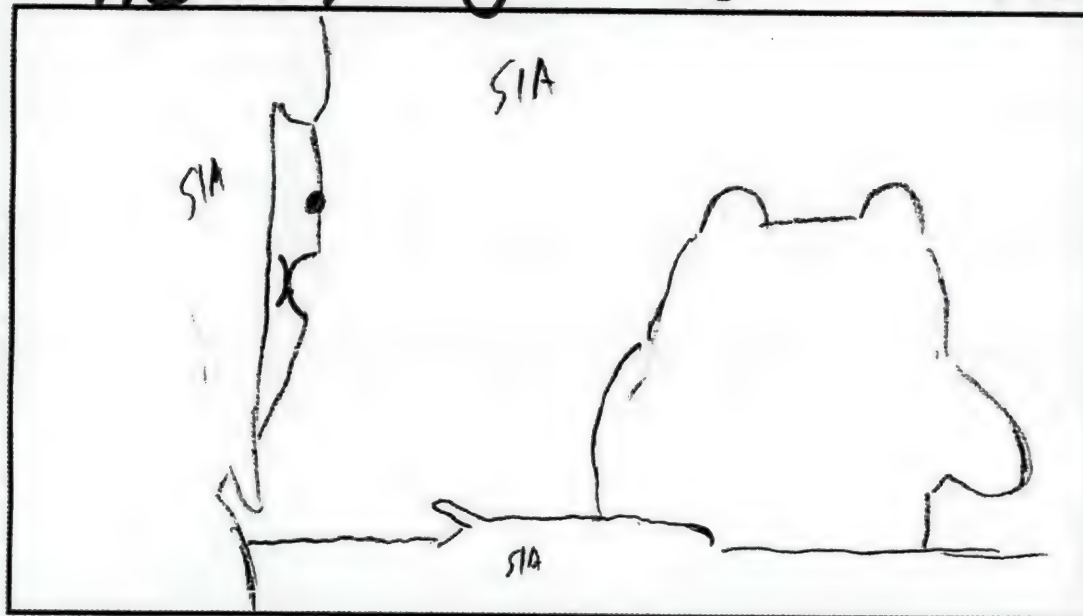


Page **180**

Sc. **115 cont** Pnl. **J**

Bg.

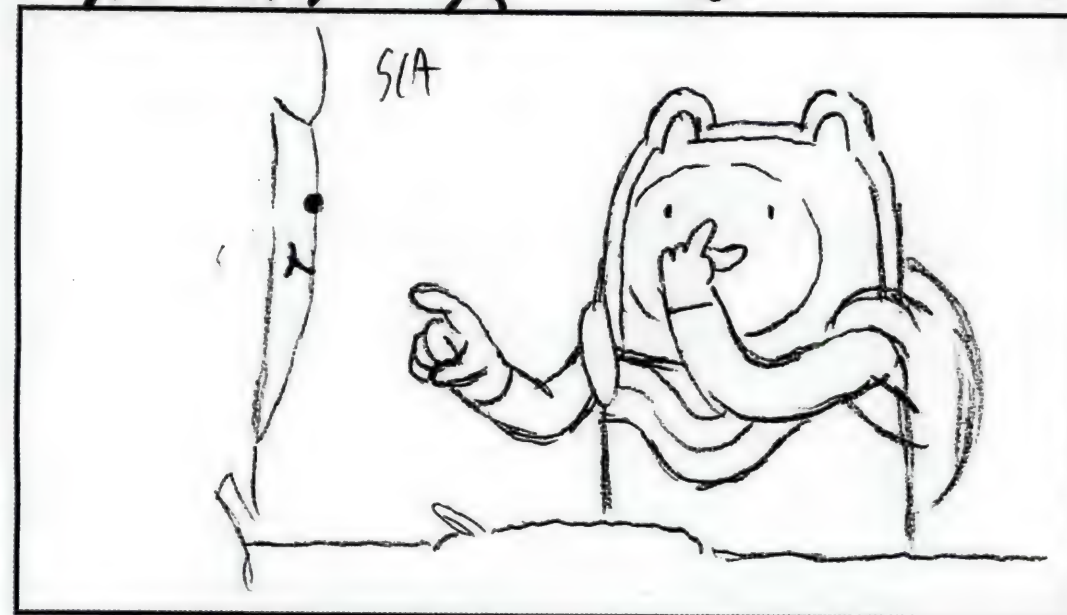
day night



Sc. **115 cont** Pnl. **K**

Bg.

day night



Dialog:

**(FP): PRINCESS BUBBLEGUM!**

Action:

**- F TOUCHES HIS NOSE + POINTS AT FP**

Timing:

NOV 12 2015

EPISODE # **1034-240**

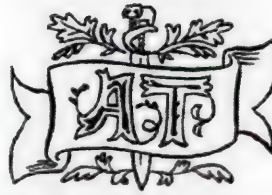
Production:

1034/240

1034/240



# ADVENTURE TIME

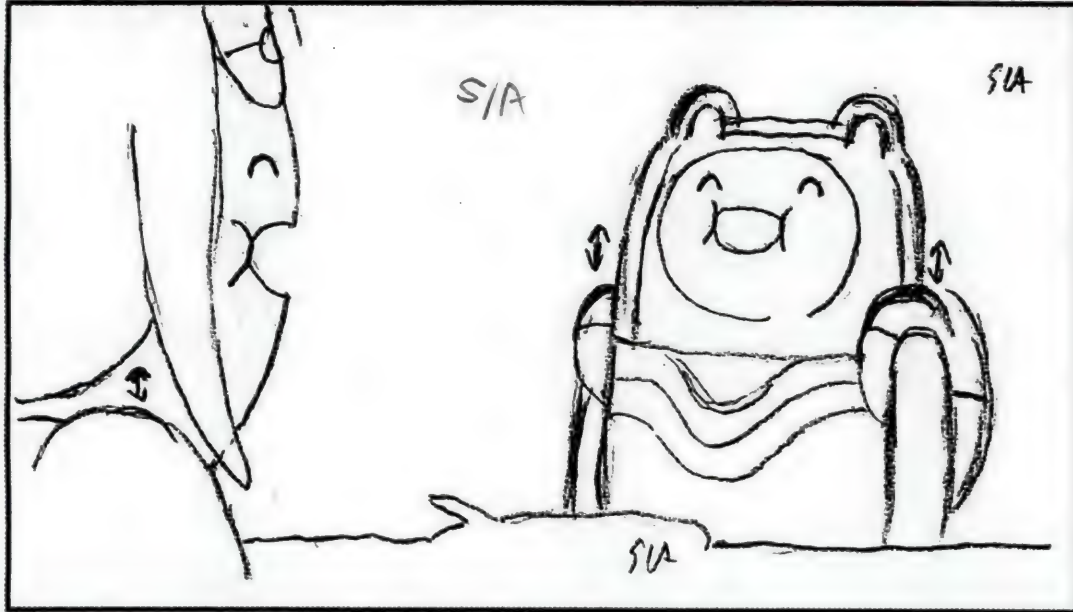


Page **181**

Sc. **115 CONT** Pnl. **L**

Bg.

day night

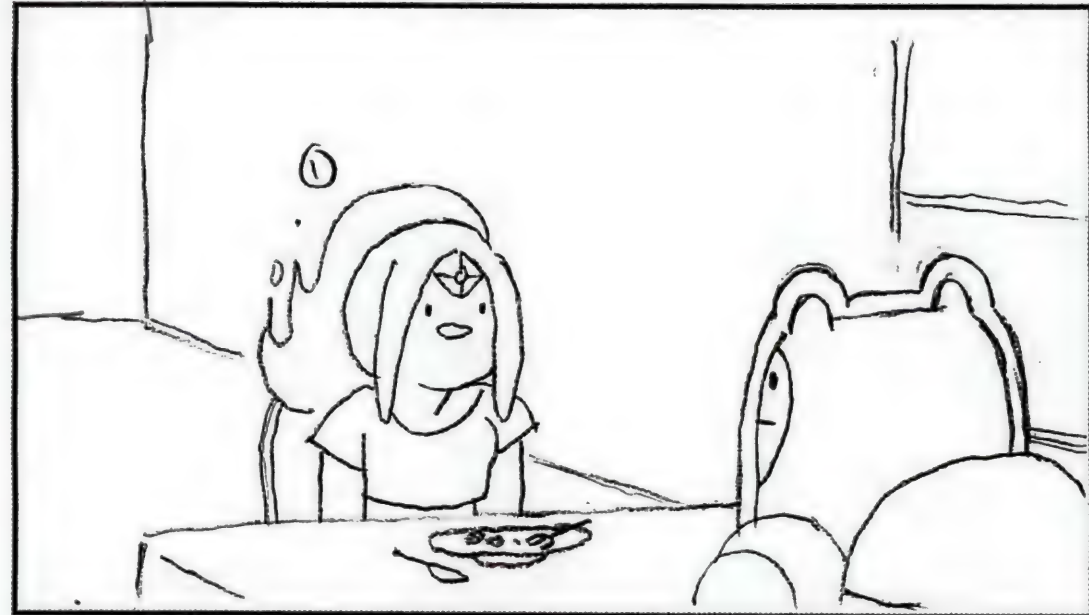


Sc. **116**

Pnl. **A**

Bg.

day night



Dialog:

(FK) / (F): [LAUGH]

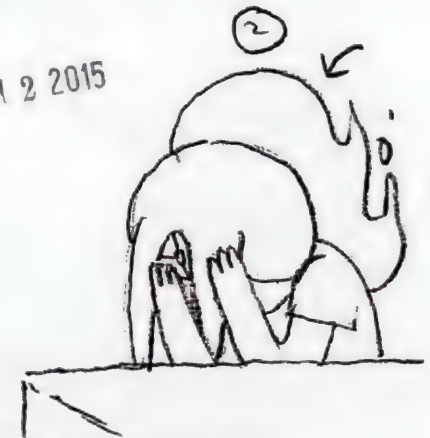
Action:

(FK) OK. WHO AM I.

- FP LOOKS DOWN

NOV 12 2015

Timing:



EPISODE # 1034-240

1034/240

1034/240

1034/240

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# ADVENTURE TIME



Page 182  
day night

Sc. 116cont Pnl. B

Bg.

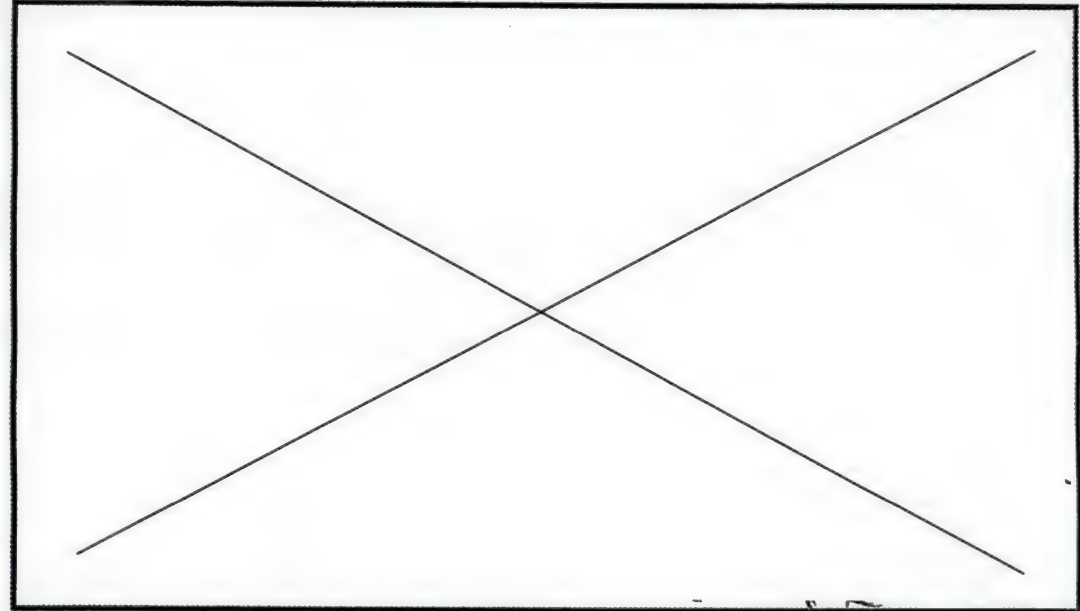
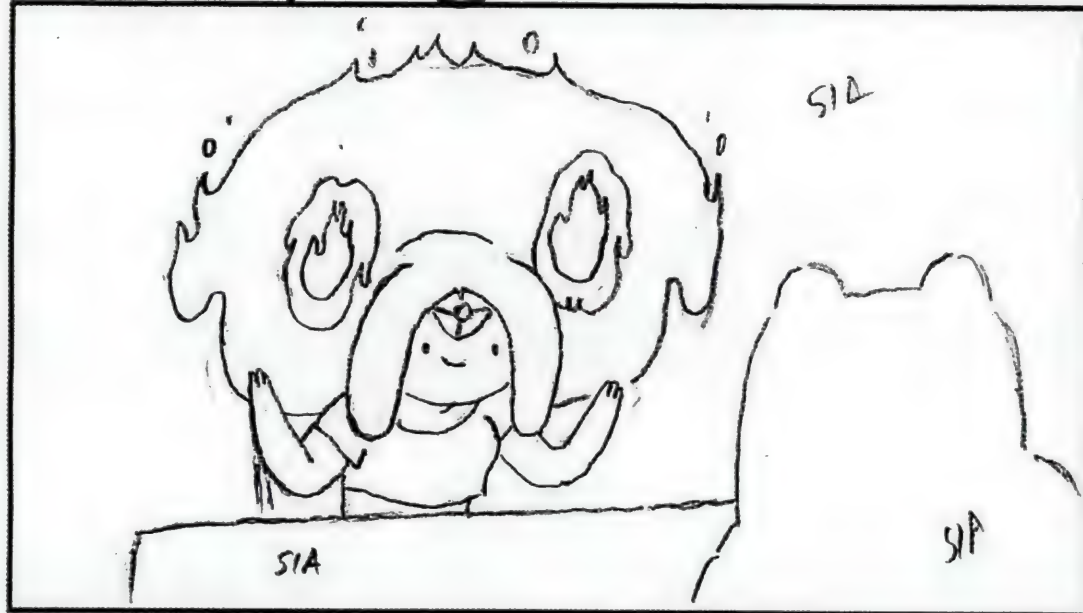
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: \*FWOOSH!\* \*

Action:

- FP'S HAIR FLARES  
UP INTO A JAKE  
HEAD SHAPE

Timing:



NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



1034/240

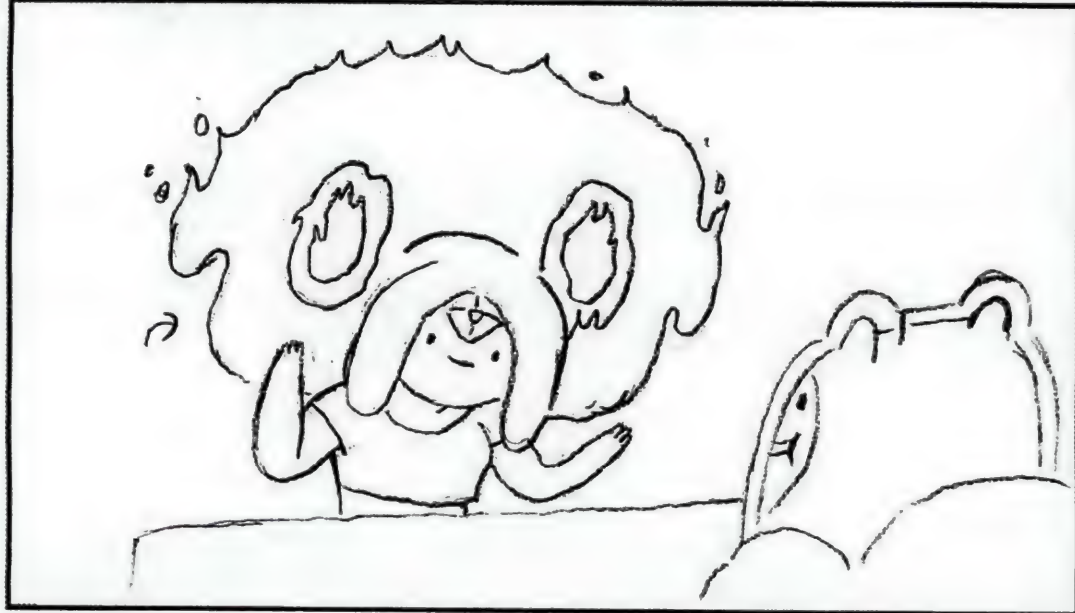
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# ADVENTURE TIME



Page **183**

Sc. **116 cont** Pnl. **C** Bg. day night



Sc. **116 cont** Pnl. **D** Bg. day night



Dialog:

Action: **- FP DOES A LITTLE DANCE**

NOV 12 2015

Timing:

EPISODE # **1034-240**

Production:

1034/240

1034/240

1034/240

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# ADVENTURE TIME



Sc. *116 CONT*

Pnl. *E*

Bg.

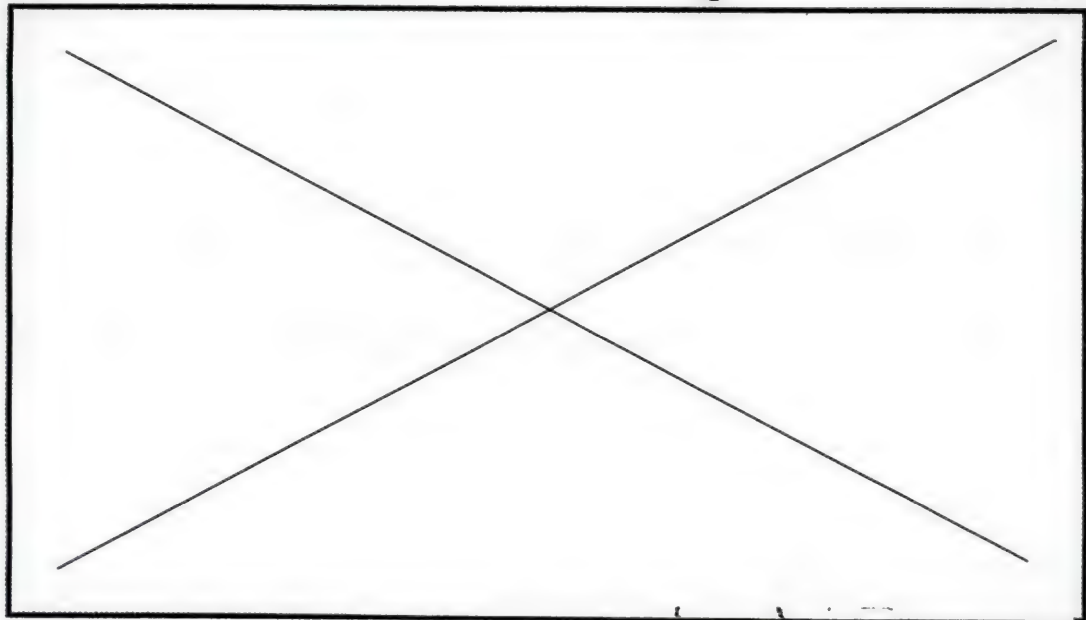
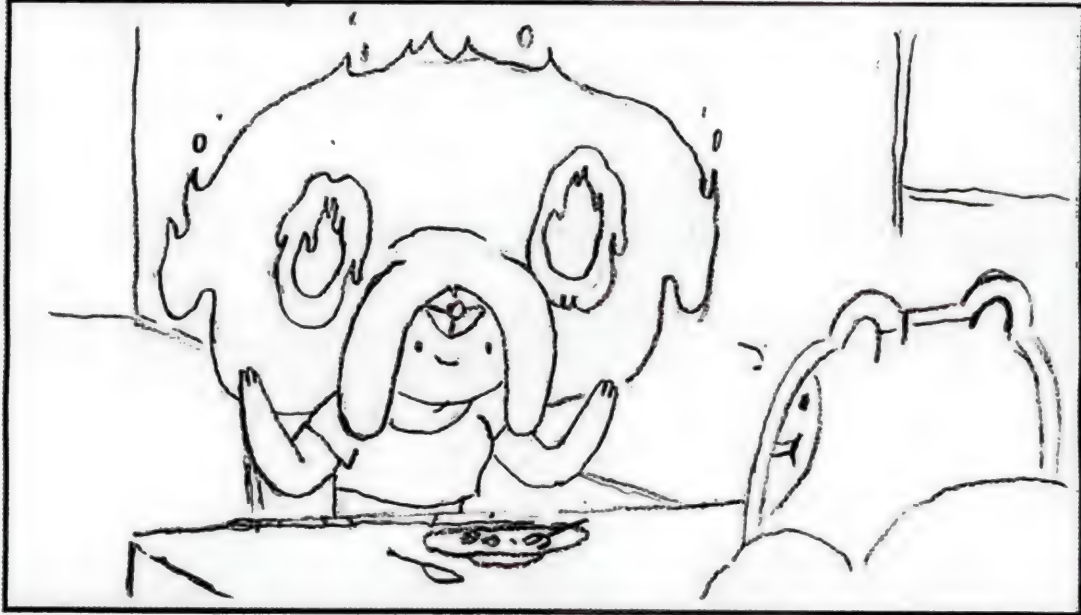
day night

Sc.

Pnl.

Bg.

Page *184*  
day night *104A NEXT*



Dialog:

Action:

Timing:



NOV 12 2015

EPISODE # 1034-240

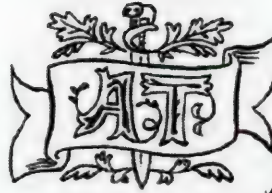
1034/240

Production:

1034/240



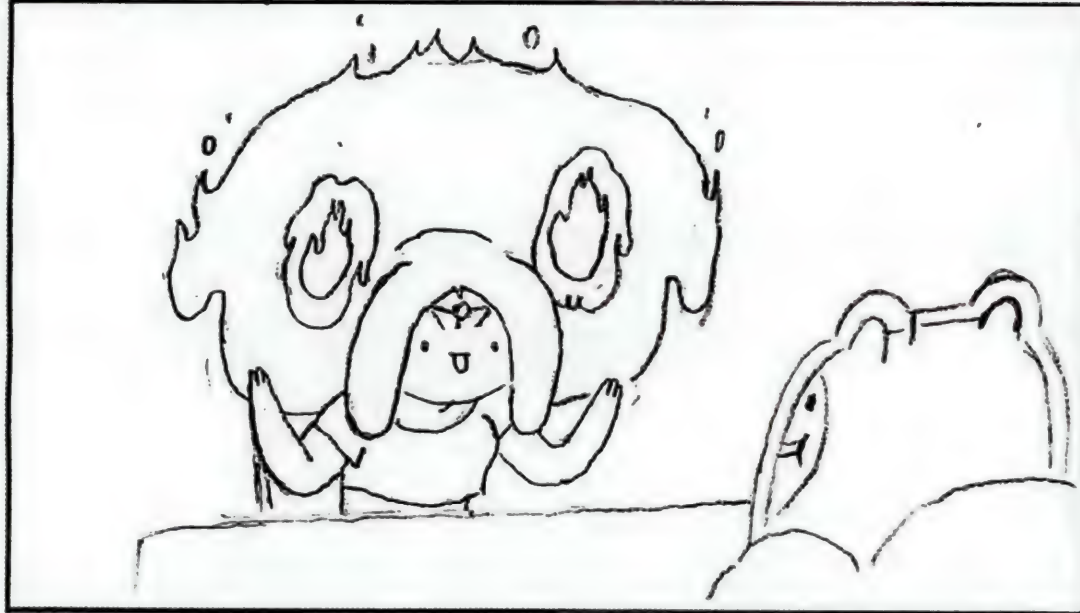
# ADVENTURE TIME



Sc. **116 CONT** Pnl. **F**

Bg.

day night



Sc. **116 CONT** Pnl. **G**

Bg.

Page

day night

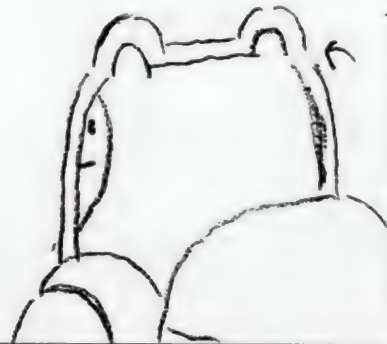


Dialog:

(FP) : (RASPBERRY)

Action:

Timing:



(FP) = HAHHA I PRACTICED  
THAT ONE.

- FP HAIR GOES BACK TO NORMAL!

NOV 12 2015

Production:

EPISODE #

1034-240

1034/240

1034/240

184A  
185NEXT

1034/240

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# ADVENTURE TIME



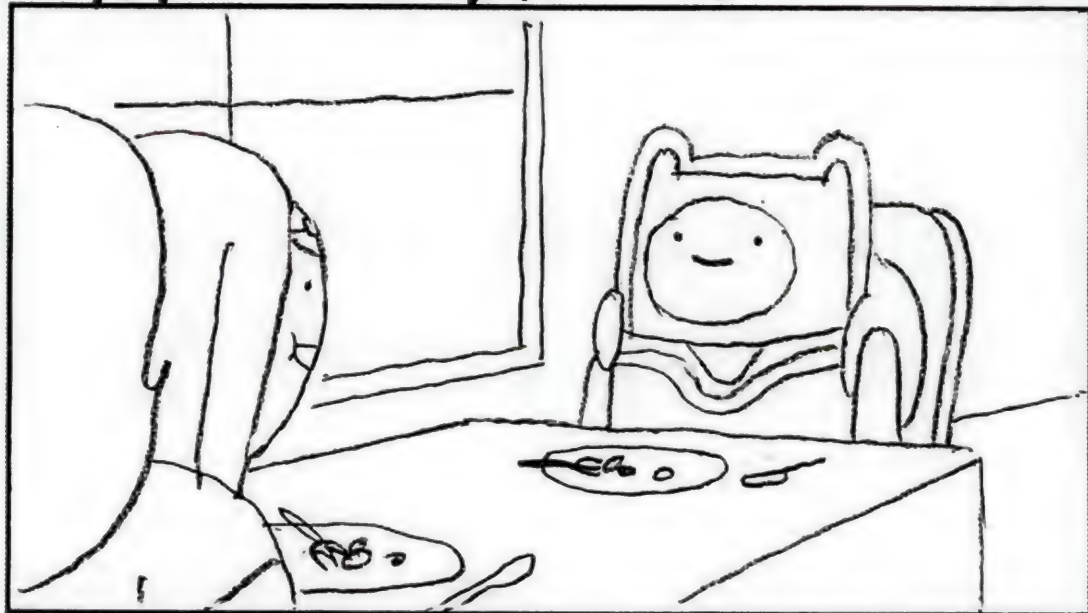
Page **185**

Sc. **117**

Pnl. **A**

Bg.

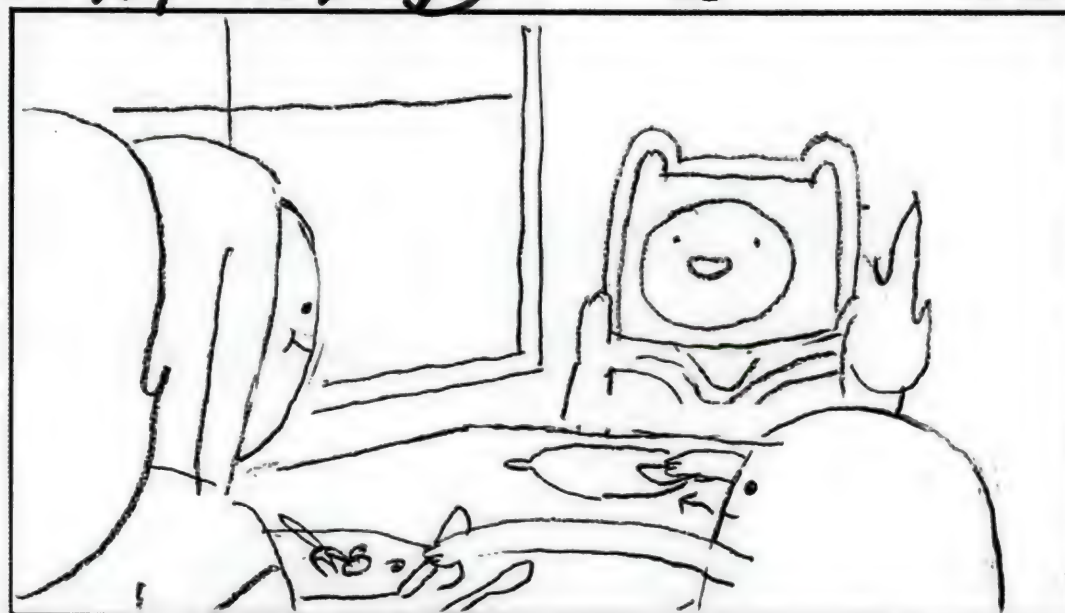
day night



Sc. **117 cont** Pnl. **B**

Bg.

day night



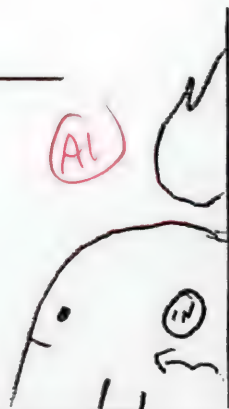
Dialog:

Action:

-SERVANT ENTERS

(AL)

Timing:



EPISODE # 1034-240

1034/240

Production:

NOV 12 2015

1034/240



# ADVENTURE TIME

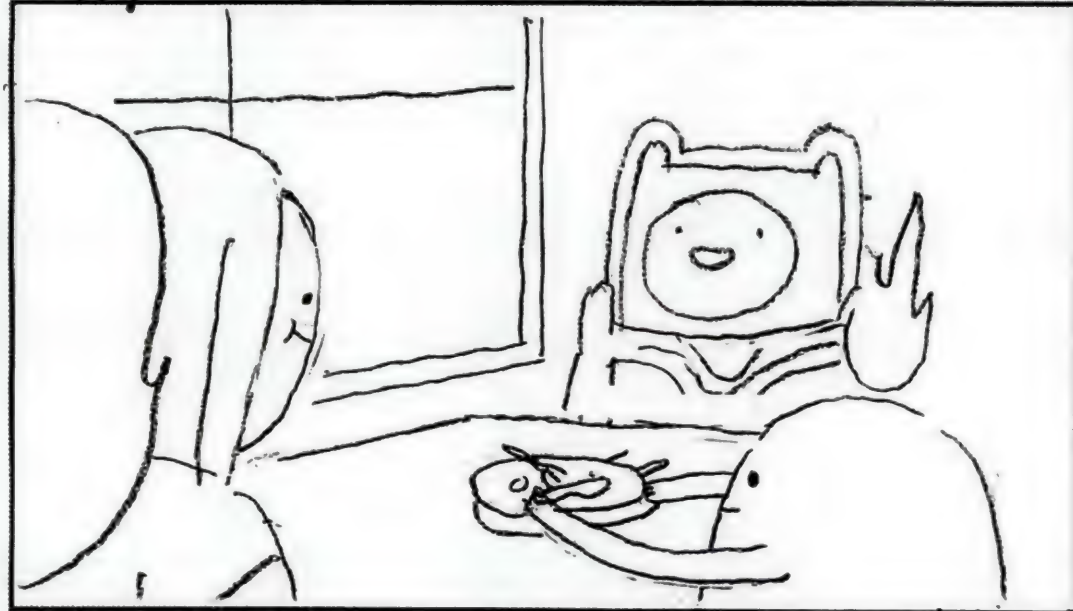


Page **186**

Sc. **117 cont** Pnl. **C**

Bg.

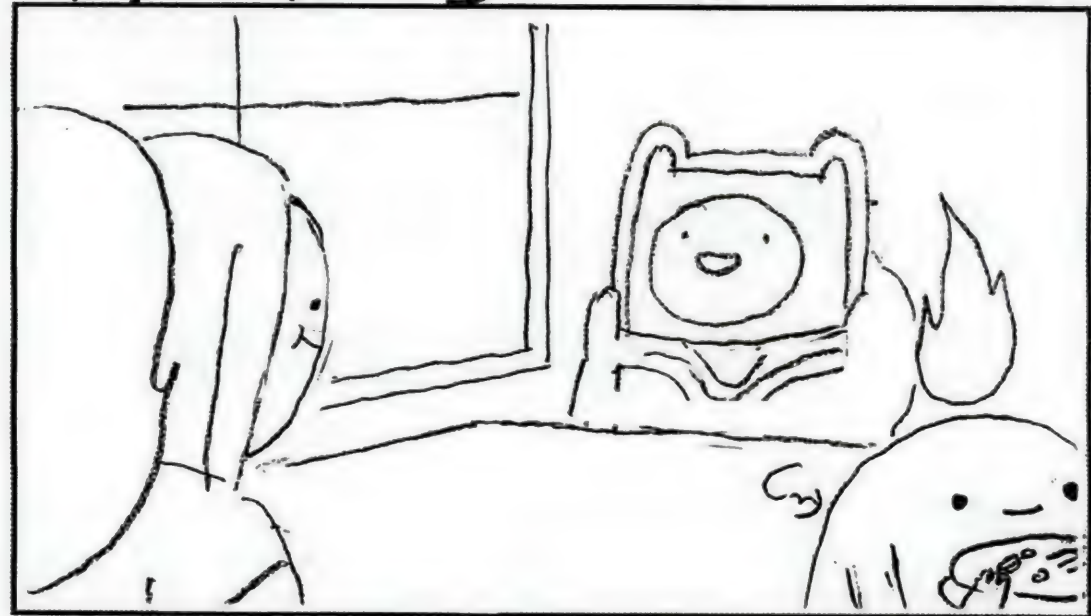
day night



Sc. **117 cont** Pnl. **D**

Bg.

day night



Dialog:

SFX: + CLINK CLINK +

Ⓐ: SO

Action:

- SERVANT CLEARS DISHES.

Timing:



Ⓐ:

WHAT ELSE YOU  
BEEN UP TO?

- SERVANT EXITS

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

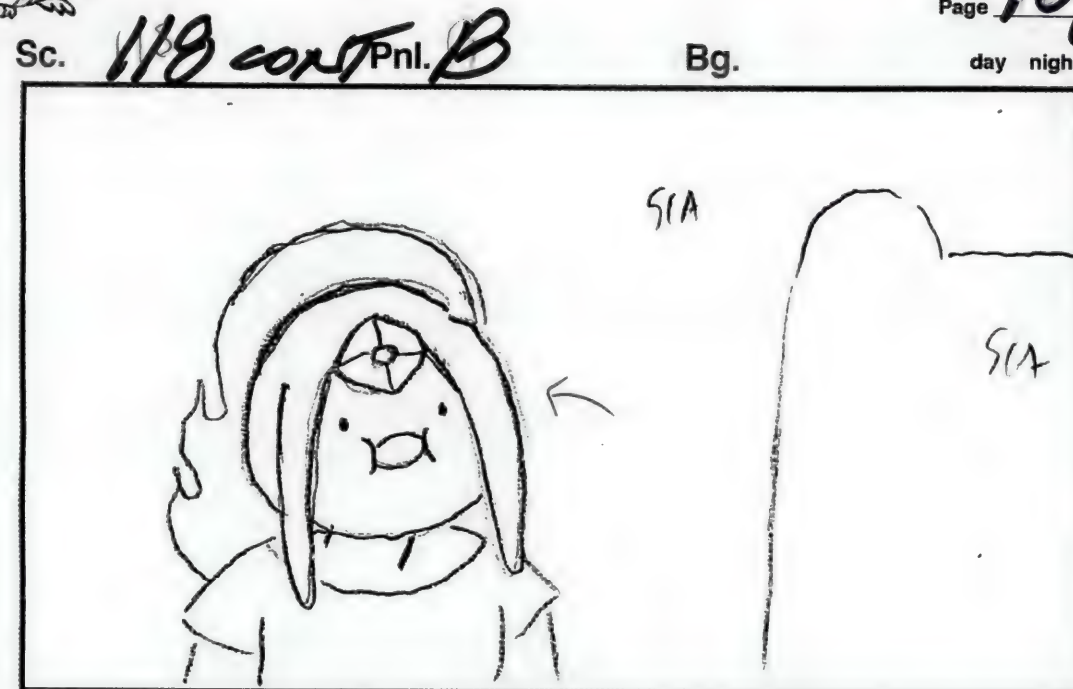
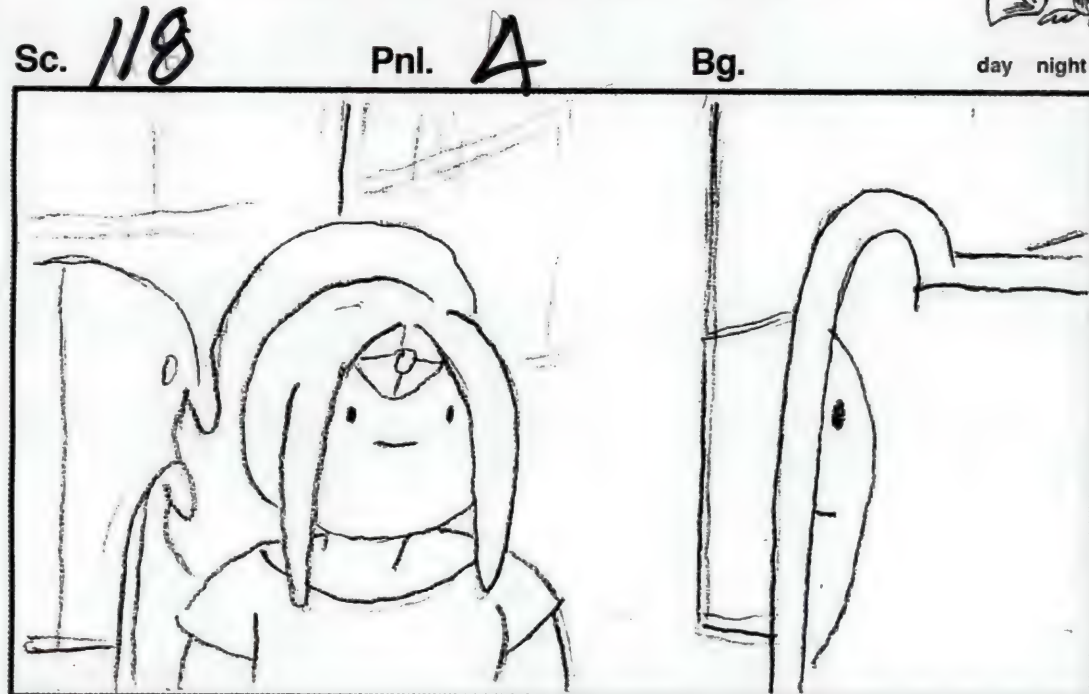
1034/240

1034/240

# ADVENTURE TIME



Page **187**  
day night



Dialog:

Action:

Timing:



**(FP) = I STARTED FREESTYLE RAPPING**

NOV 12 2015

EPISODE # **1034-240**

Production:

1034/240

1034/240



1034/240

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# ADVENTURE TIME

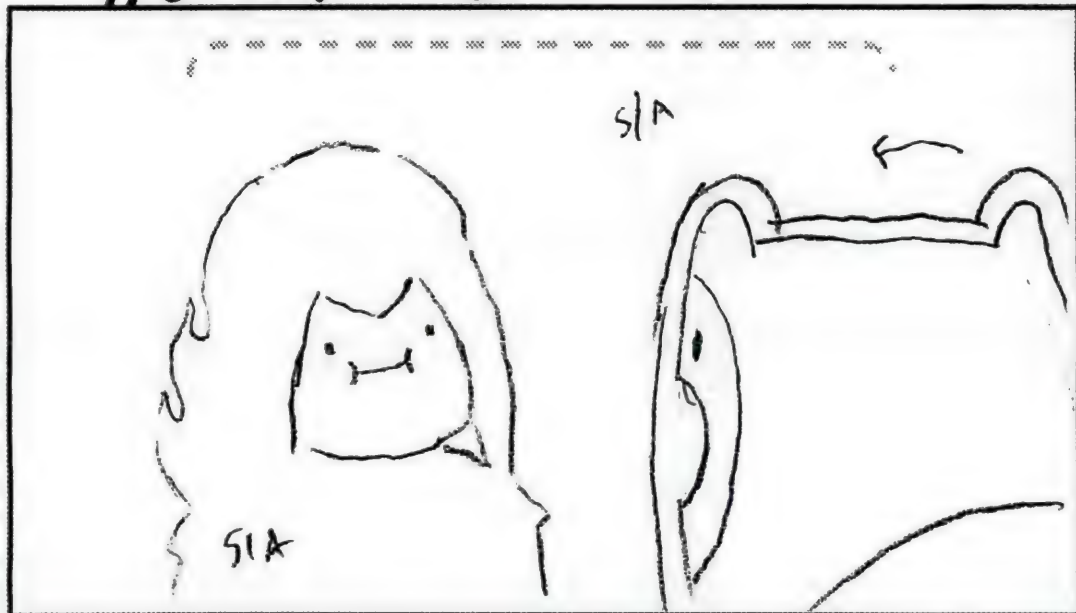


Page **188**

Sc. **118 cont** Pnl. **C**

Bg.

day night

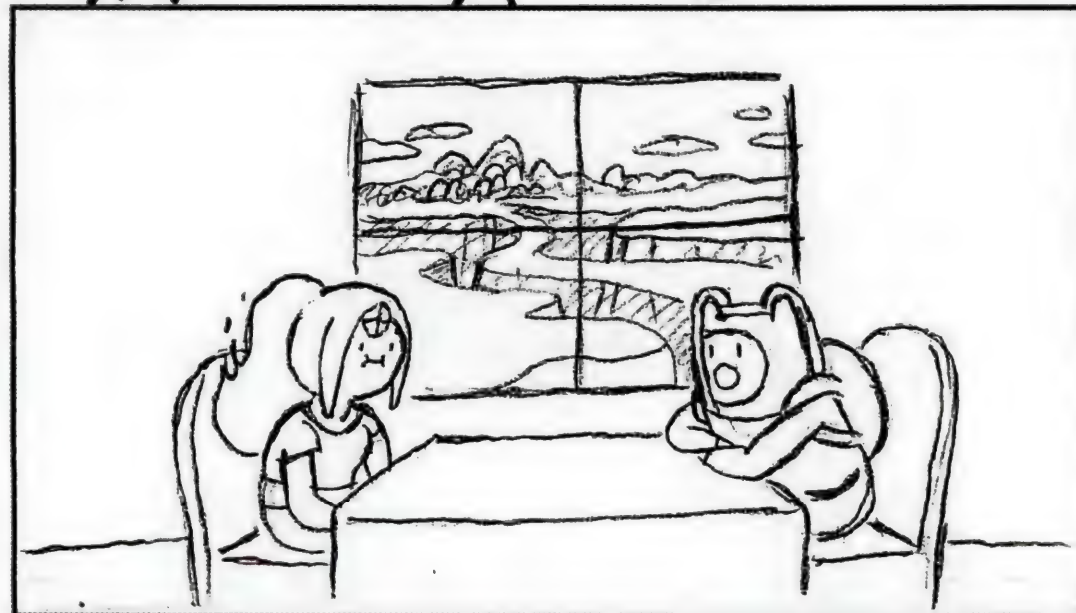


Sc. **119**

Pnl. **A**

Bg.

day night



Dialog:

**F**: WHAAAA



**AAT**

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME

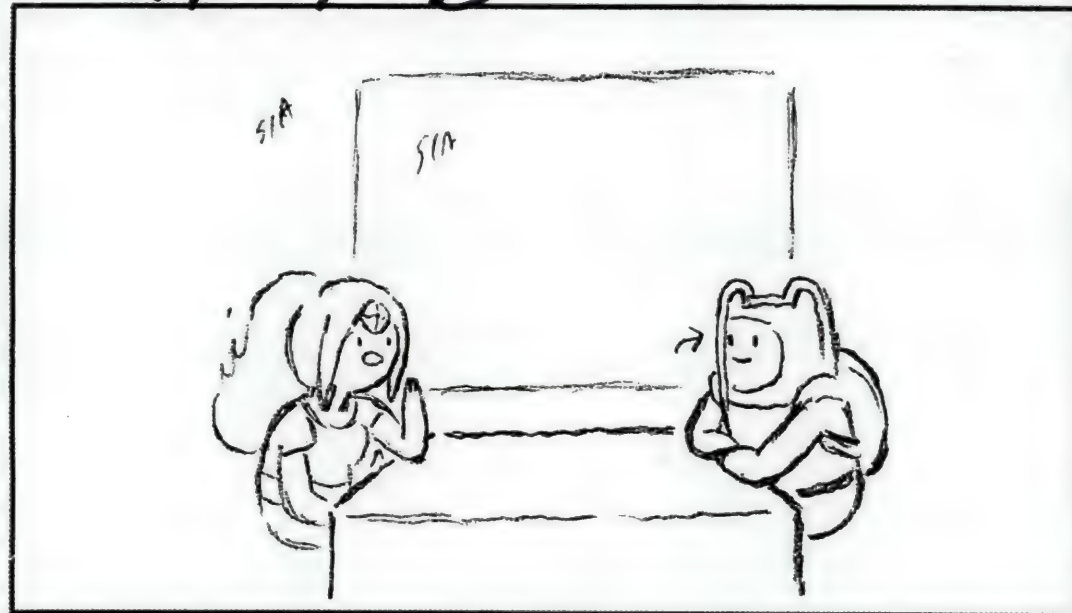


Page **189**

Sc. **119 cont** Pnl. **B**

Bg.

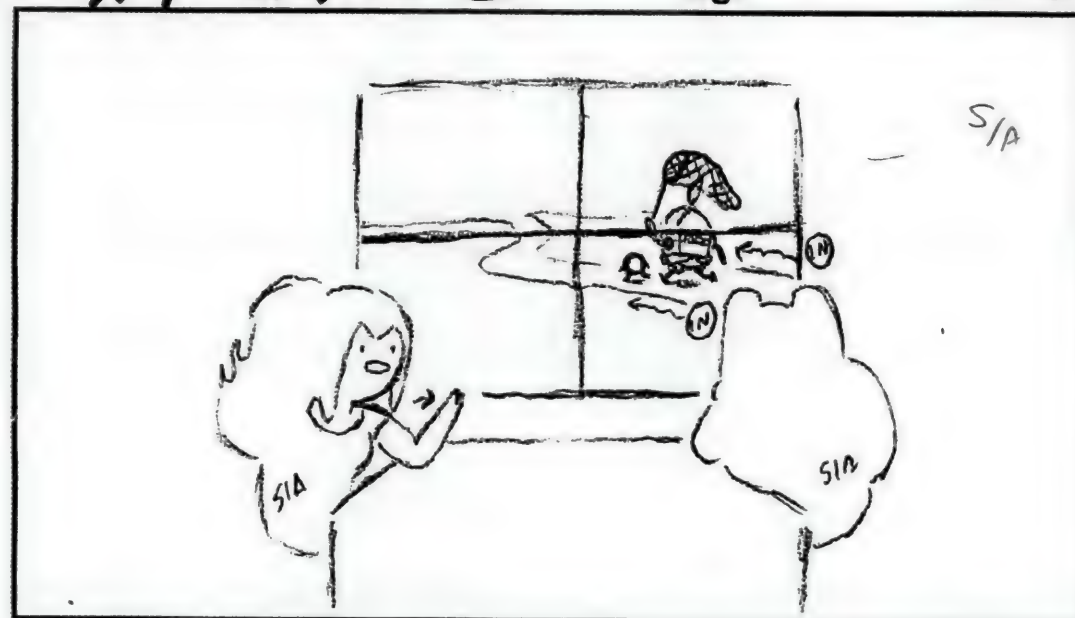
day night



Sc. **119 cont** Pnl. **C**

Bg.

day night



Dialog:

**(FP)**: EVERYONE SAYS I'M GOOD BUT.

**(FP)**: I CAN'T TELL IF IT'S THE TRUTH OR THEY'RE JUST FLATTERING ME 'CAUSE I'M KING.

Action:

- BB + CB (HOLDING GIANT NET) RUN INTO FRAME IN WINDOW

Timing:

NOV 12 2015

EPISODE # **1034-240**

Production:



1034/240

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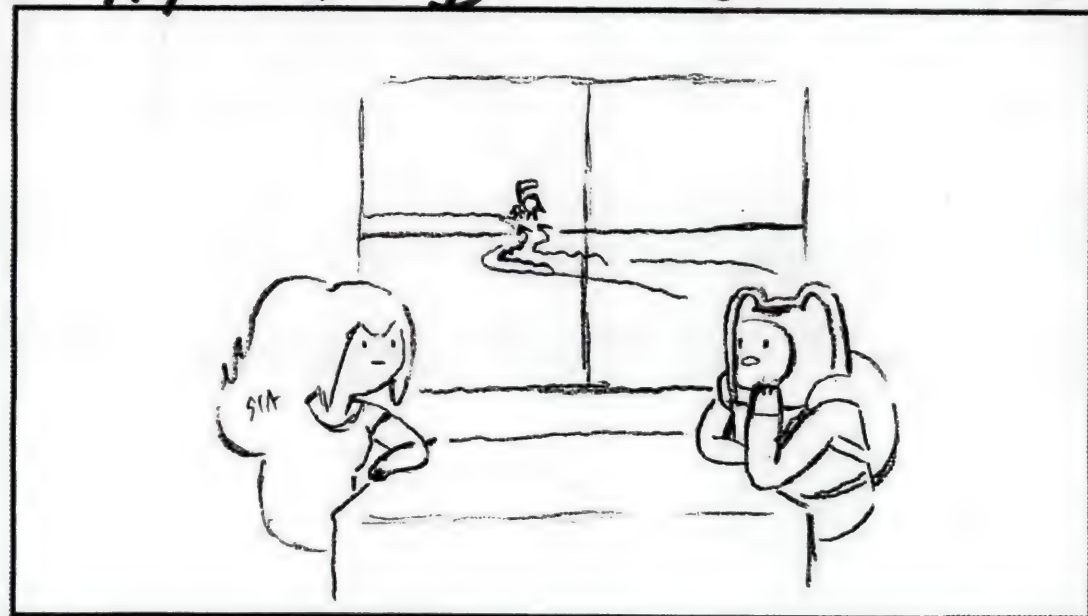
# ADVENTURE TIME



Sc. 119 cont Pnl. D

Bg.

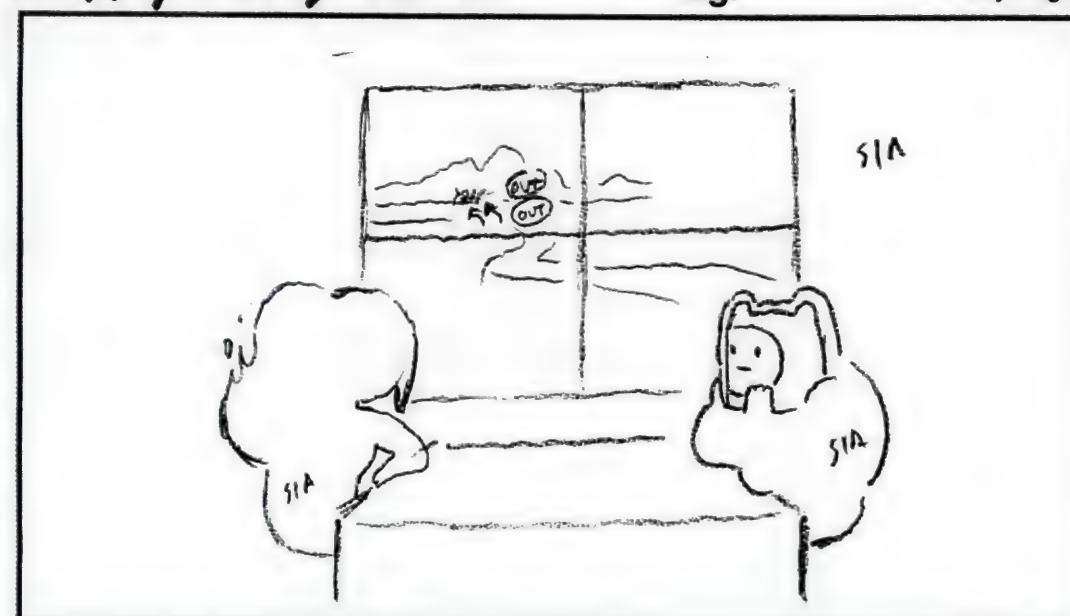
day night



Sc. 119 cont Pnl. E

Bg.

day night



Dialog:

(F): RIGHT...

Action:

- CB + BB RUN TOWARD HILLS  
IN DISTANCE

<BRAT>

- CB + B GO INTO FOREST

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production:

1034/240

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1034/240

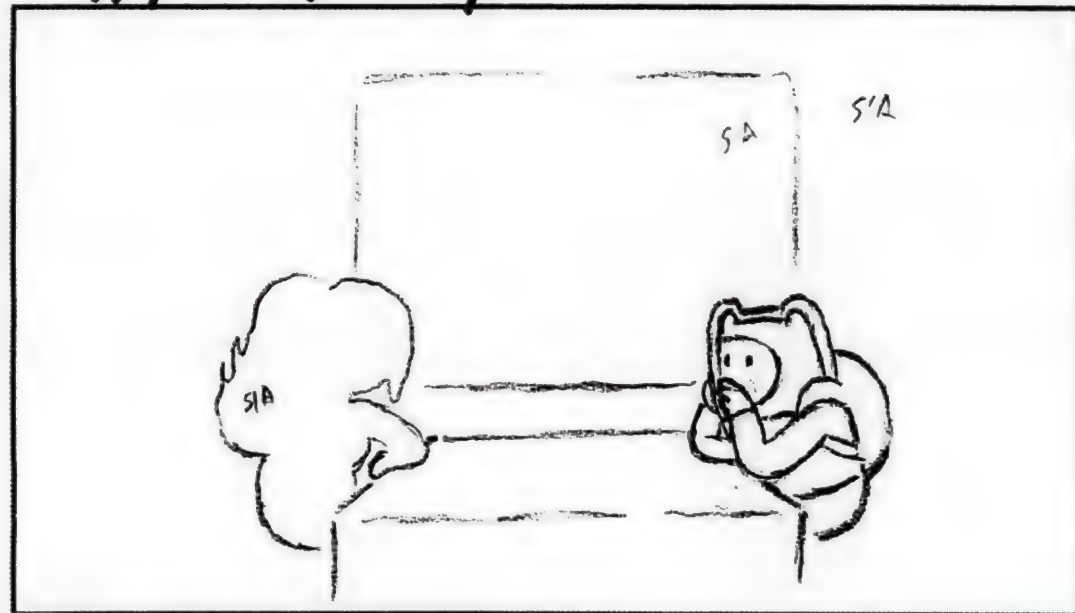
# ADVENTURE TIME



Sc. 119 CONT Pnl. F

Bg.

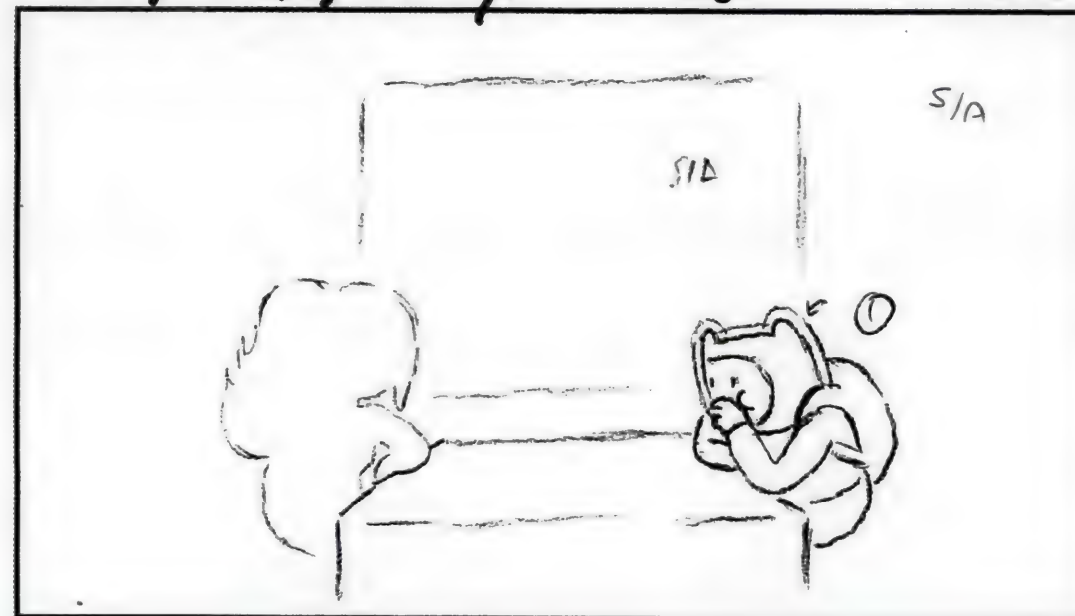
day night



Sc. 119 CONT Pnl. G

Bg.

Page 191  
NO PG 192  
day night



Dialog:

Action:

- F SLOWLY MOVES HIS  
HAND OVER HIS MOUTH

Timing:

①: (STARTS A SLOW  
BEATBOX BEAT)

①, ②, ①

NOV 12 2015



11034/240

EPISODE # 1034-240

Production:

1034/240

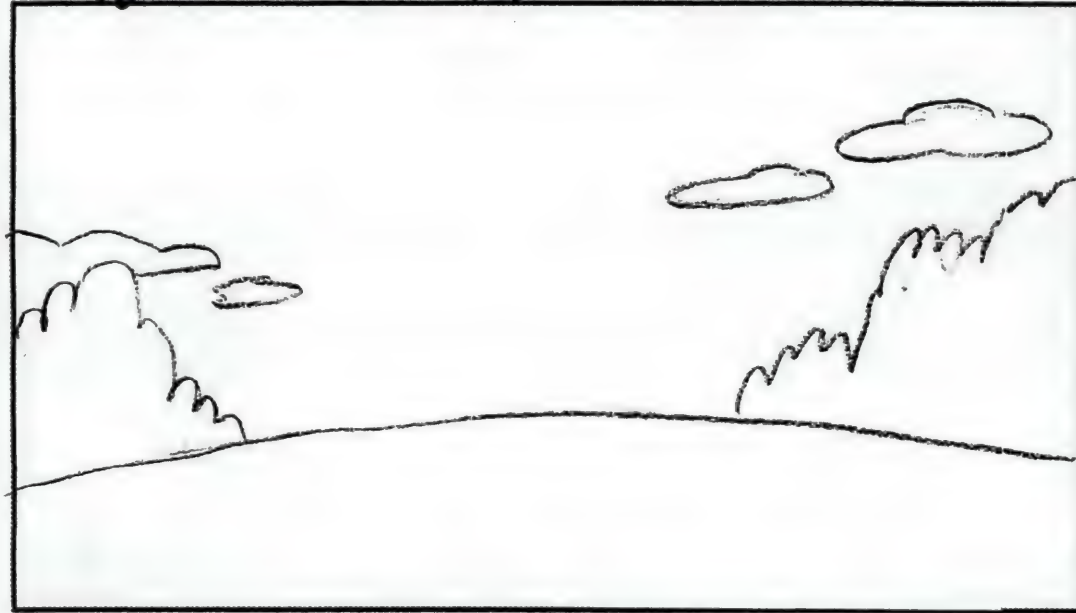


# ADVENTURE TIME

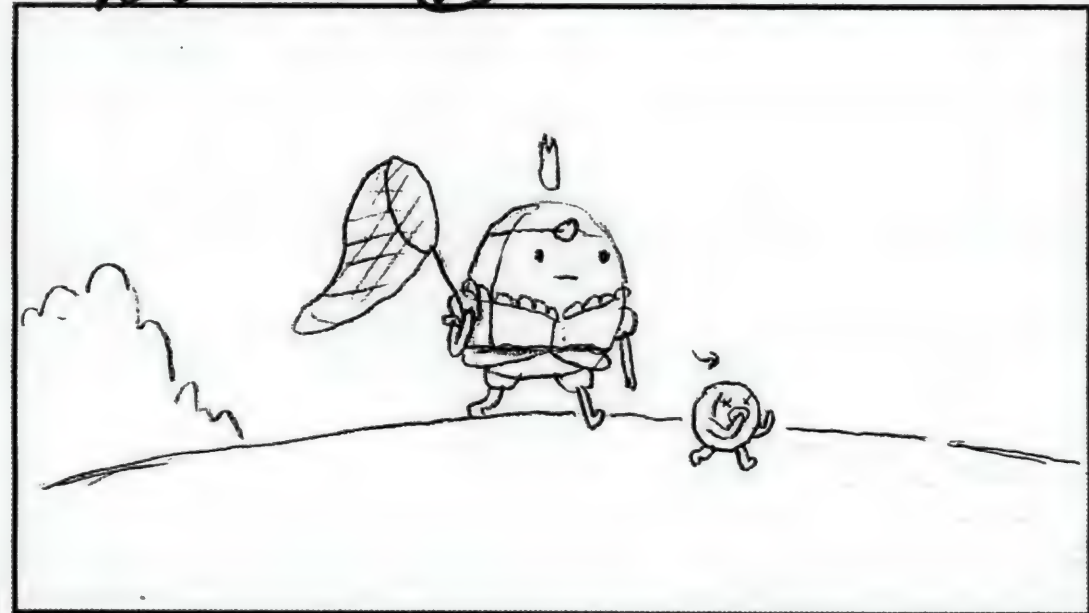


Page **193**

Sc. **120** Pnl. **A** Bg. day night



Sc. **120 cont** Pnl. **B** Bg. day night



1034-240

EPISODE #

1034/240

Dialog:

**(BB)**: FIRE MAN!

Action:

- BB + CB  
WALK OVER HILL

Timing:



**(BB)**: FIRE MAN!

NOV 12 2015



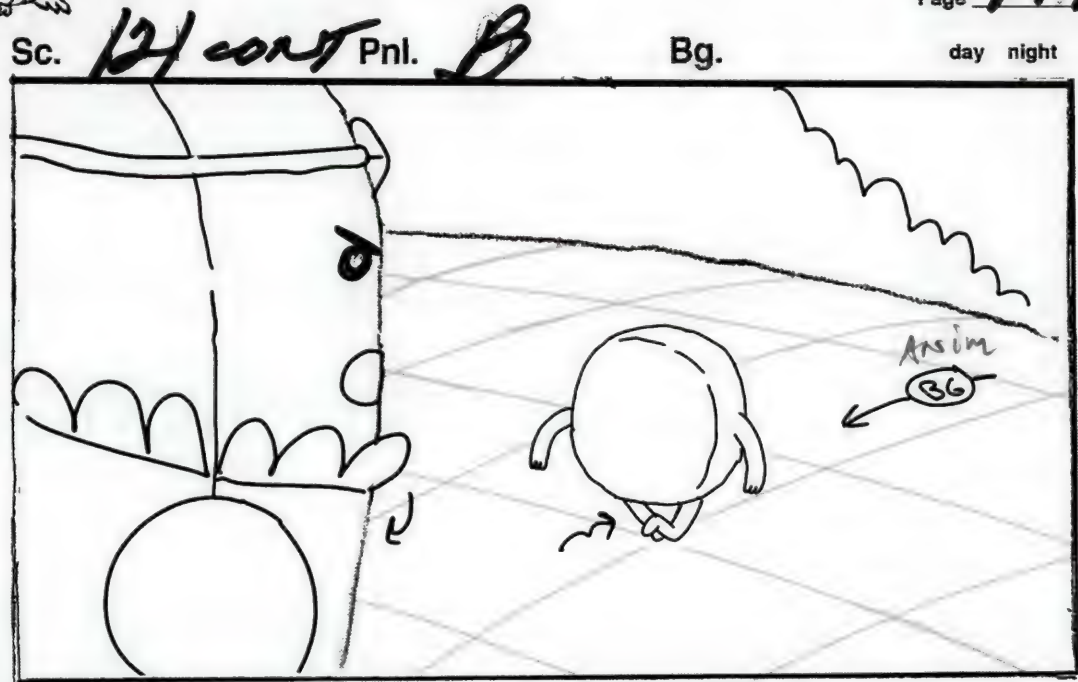
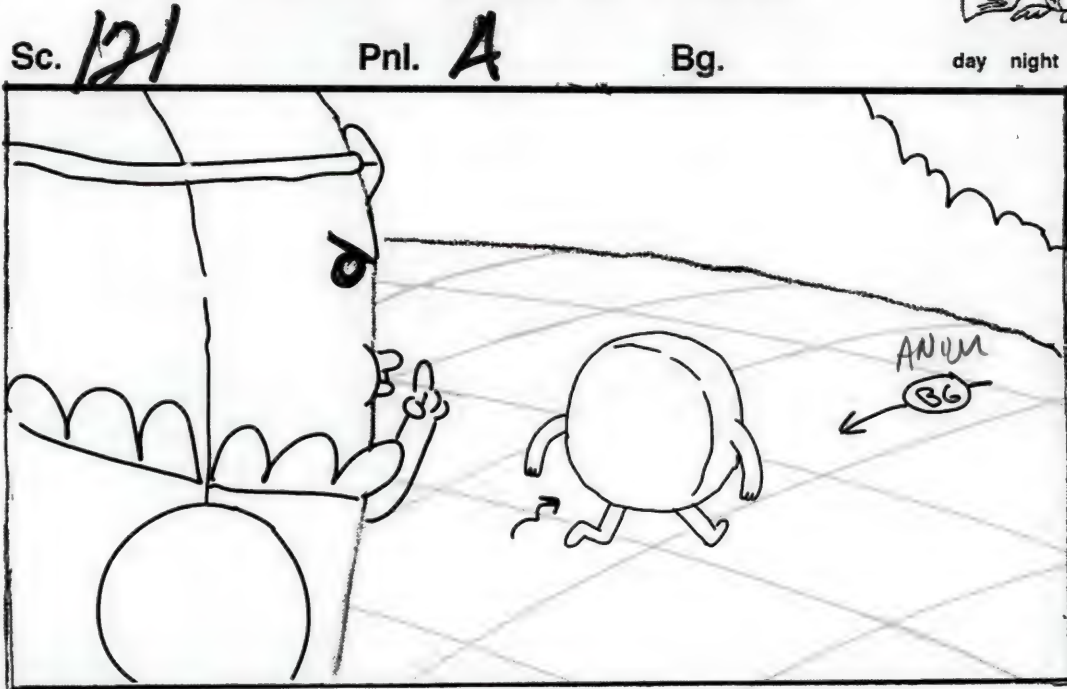
1034.240

1034/240

# ADVENTURE TIME



Page **194**



Dialog:	(CB): SHH !	(CB): THIS IS <u>SERIOUS</u>
Action:		
Timing:		

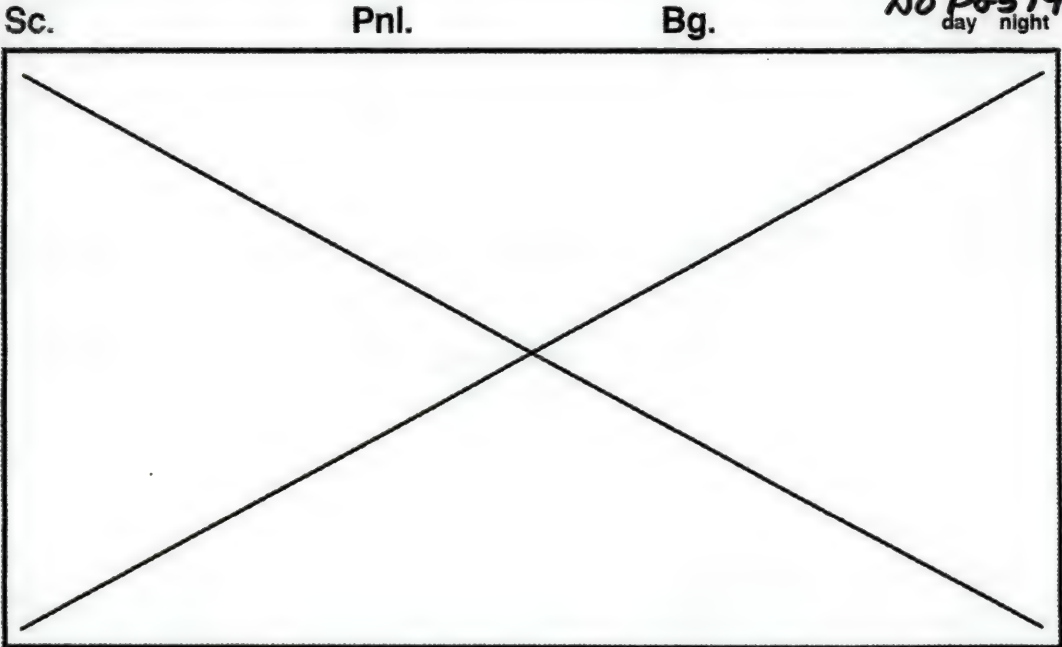
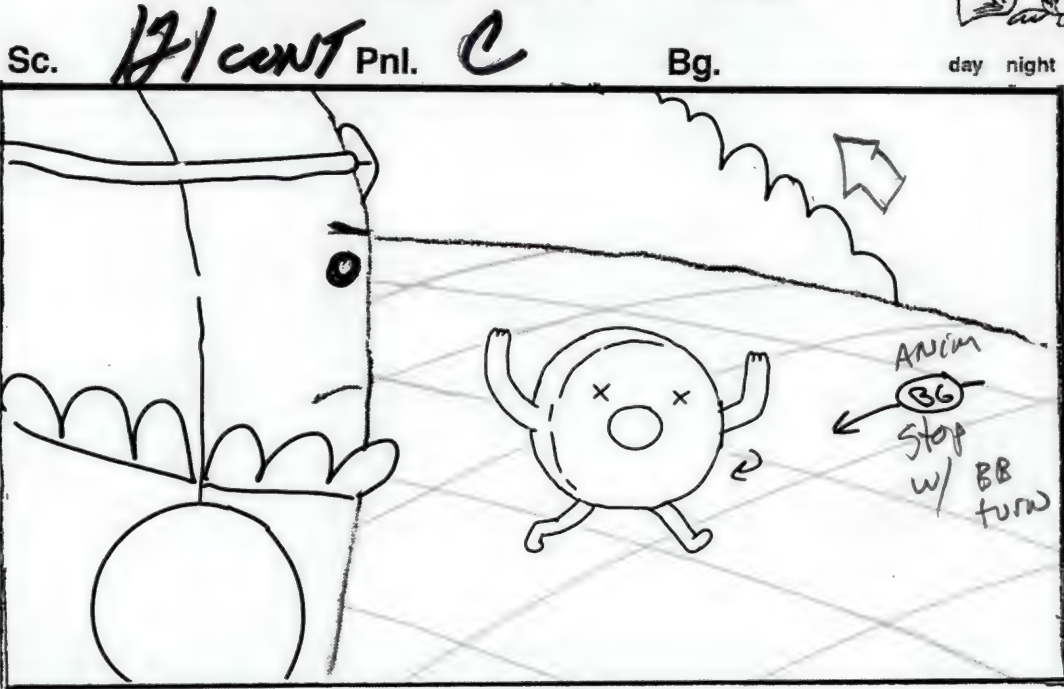
NOV 12 2015

EPISODE # 1034-240

Production:



ADVENTURE TIME



Dialog:

**(BB):** WANNA see me DO  
A FLIP?

Action:

- BB TURNS TOWARDS  
CB, STILL WALKING

Timing:

NOV 12 2015

EPISODE # 1034-240

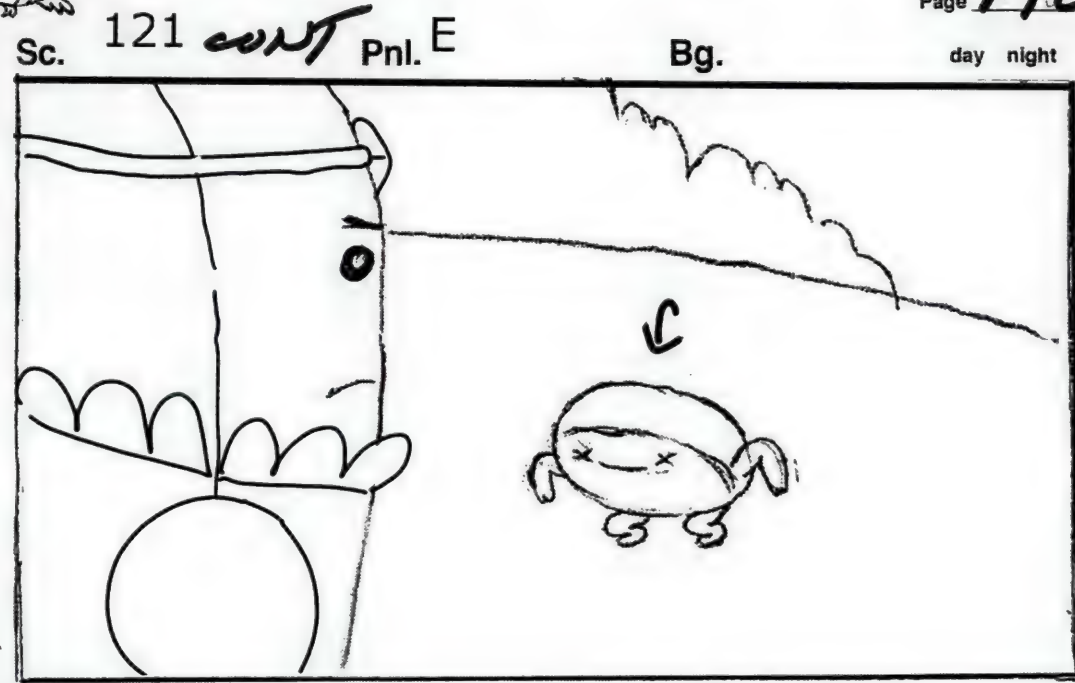
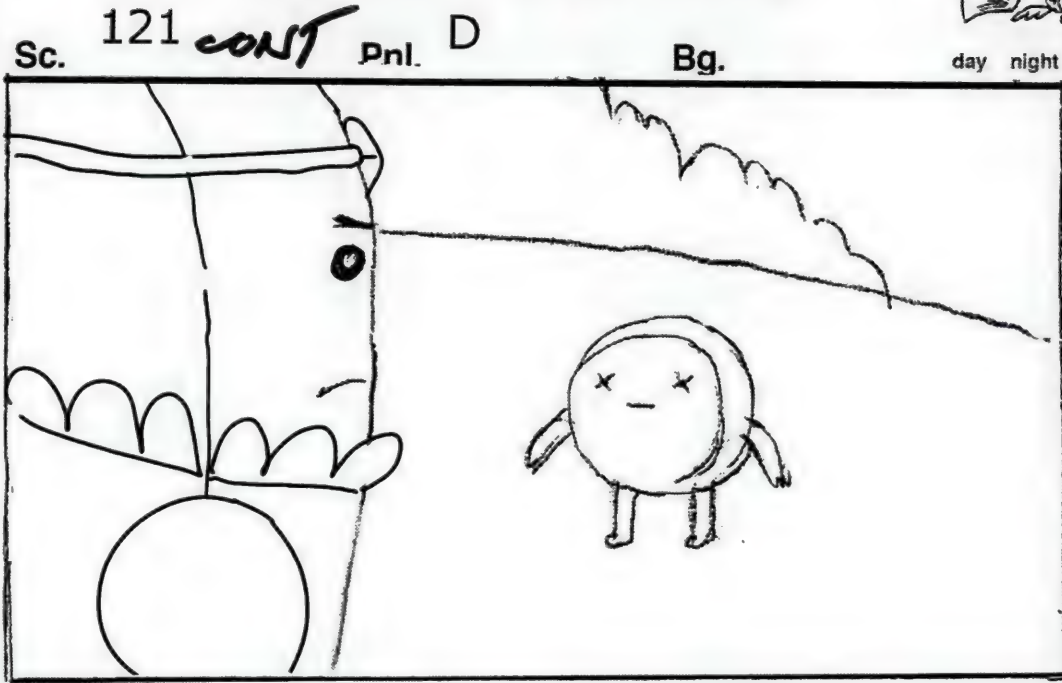
1034/240

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# ADVENTURE TIME



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Dialog:

(BB) : (INHALES)

Action:

- BB STRETCHES  
UP ARMS

Timing:



- BB ANTICS DOWN

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



1034/240

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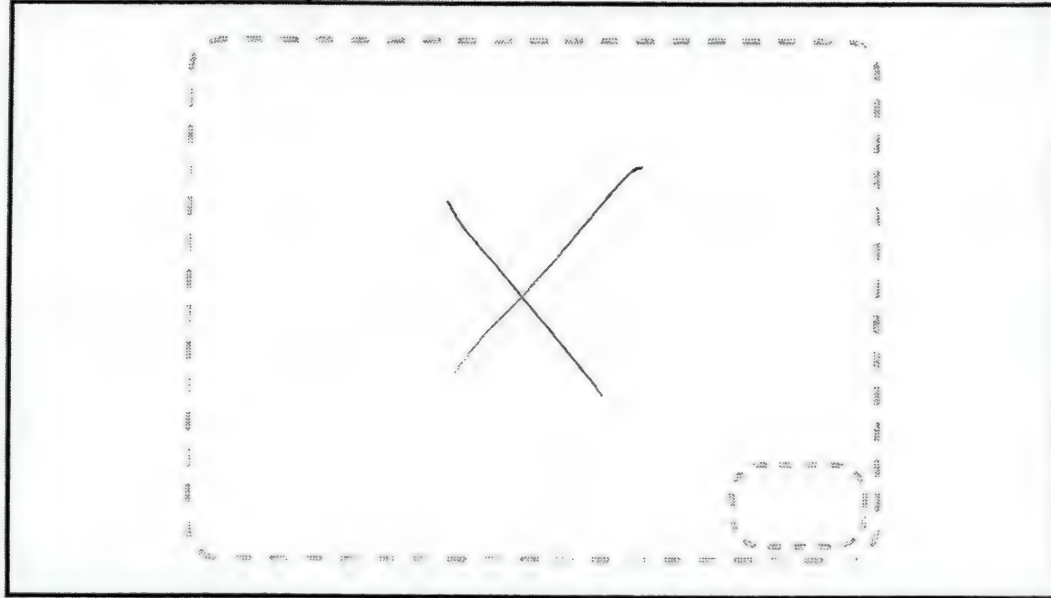
# ADVENTURE TIME



Sc. 121 *CONT* Pnl. F

Bg.

day night

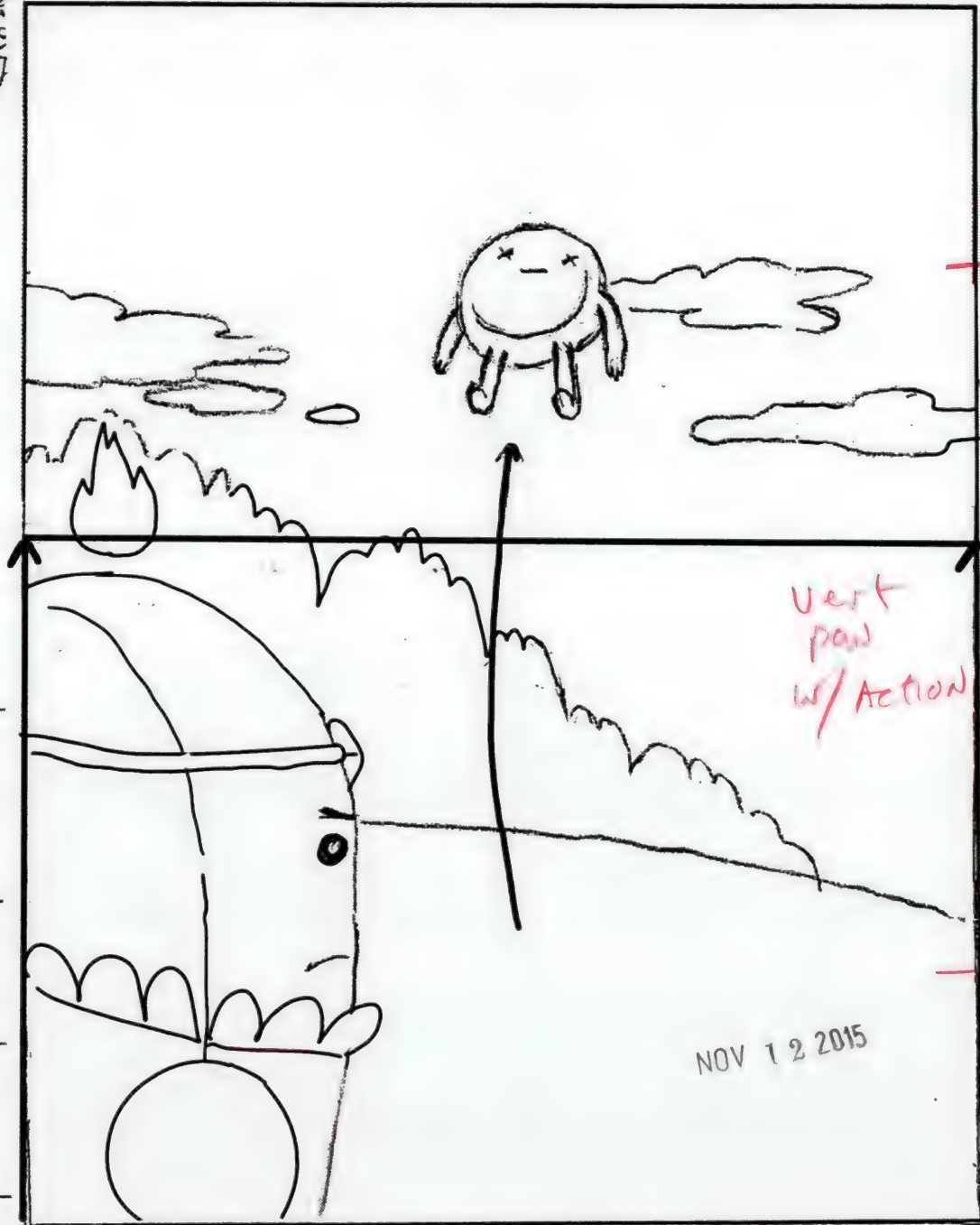


Dialog:

Action:

- BB SPRINGS UP INTO THE AIR  
- PAN W/ BB

Timing:



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EPISODE #

1034/240

Production:

1034/240

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1034/240

# ADVENTURE TIME



NO SC'S  
122-124

Page 300

Sc. 121 *CONT* Pnl. G

Bg.

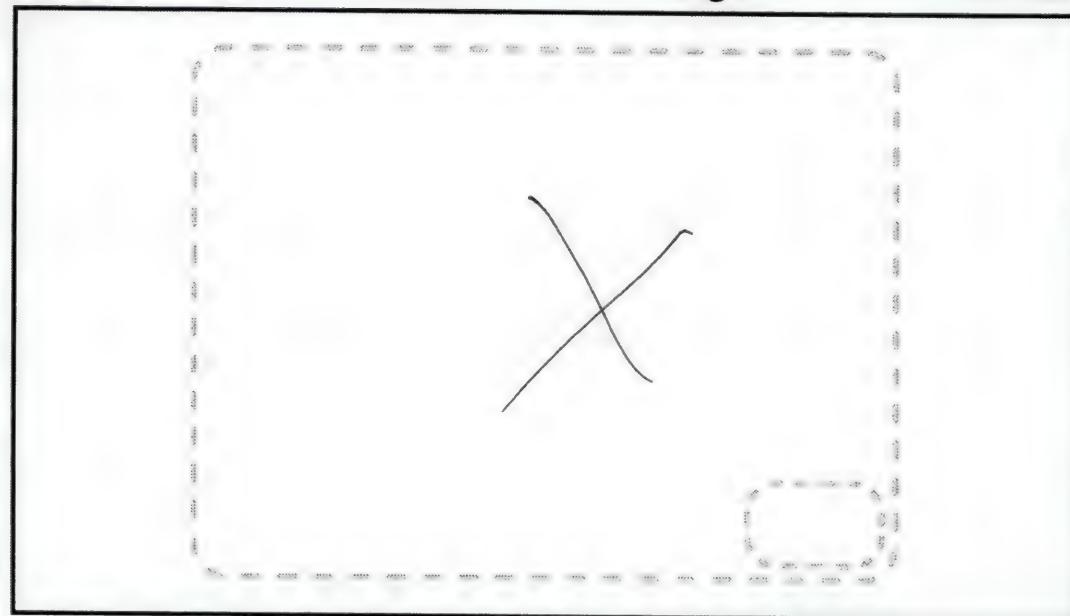
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: \* WHRRR \*



Action:

- BB SPINS  
IN THE AIR  
FAST

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



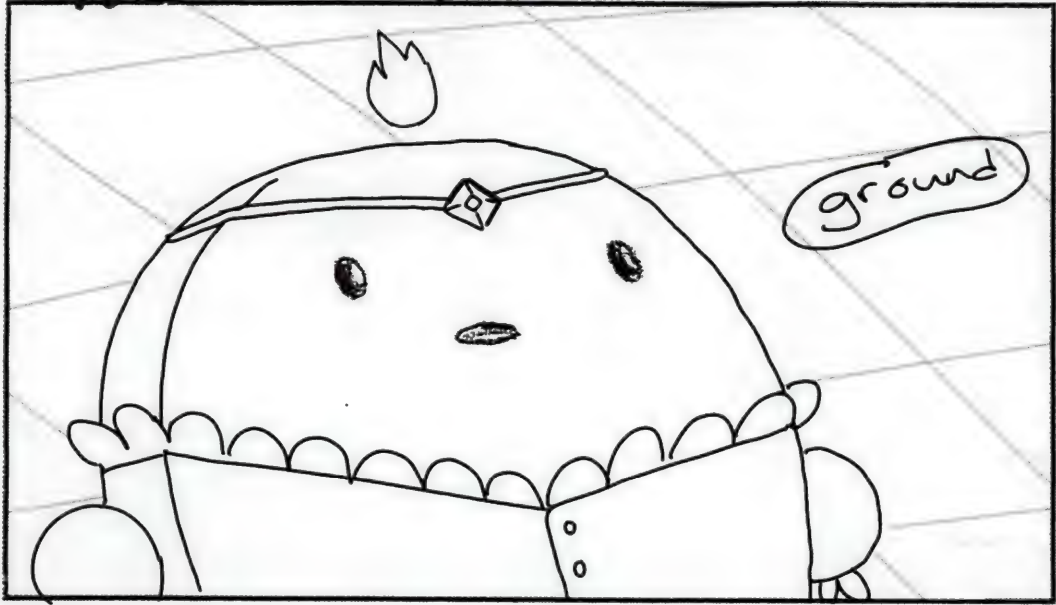
1034/240

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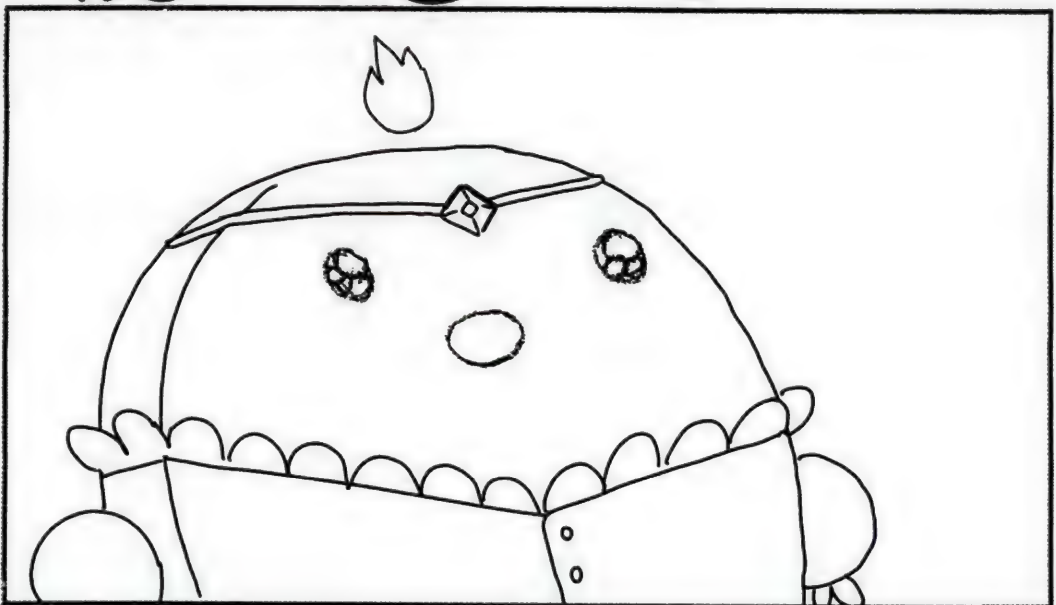
ADVENTURE TIME



Sc. **125** Pnl. **A** Bg. day night



Sc. **125 cont** Pnl. **B** Bg. day night



Dialog:	
(CB) = WOW.	
Action:	
NOV 12 2015	
Timing:	

EPISODE # 1034-240

Production:

1034/240

1034/240

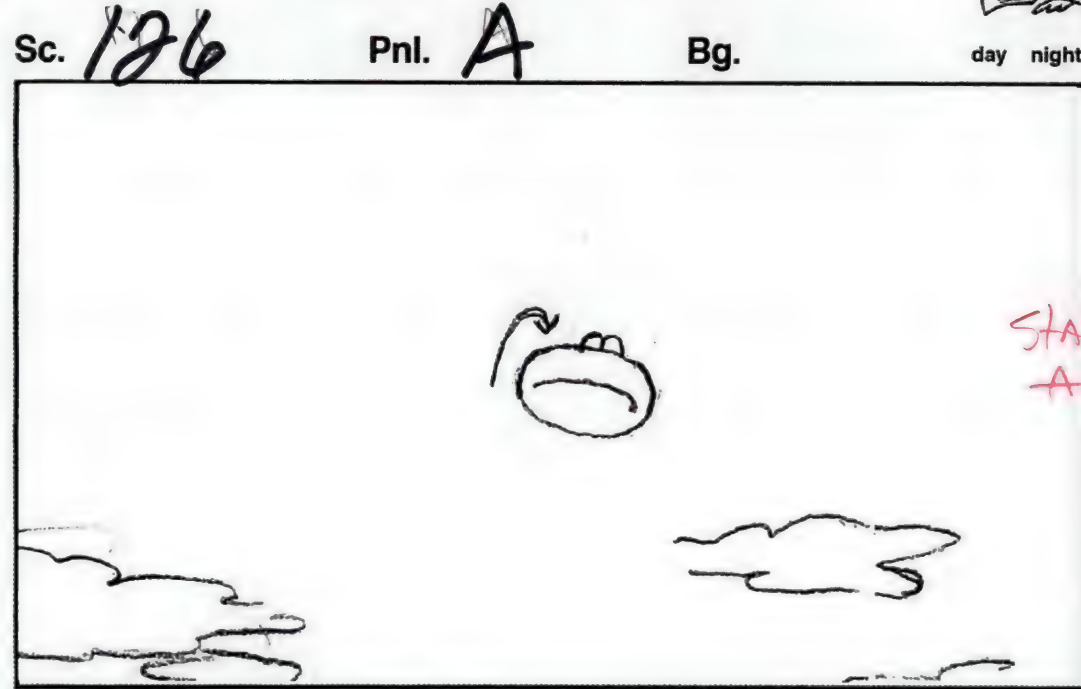
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1034/240

# ADVENTURE TIME

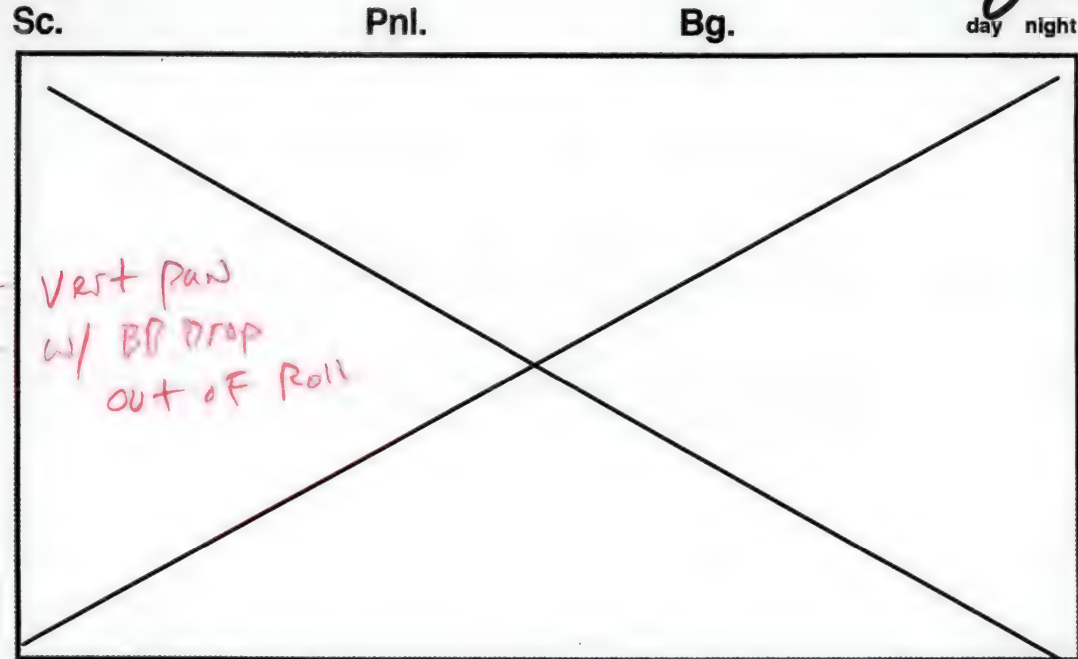


Page **202**  
day night



day night

START  
A - Vert pan  
w/ BB drop  
out of Roll

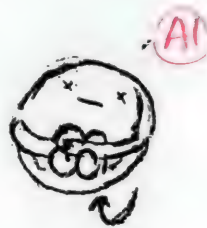


Dialog:

Action:

- BB SPINNING,  
SLOWS DOWN

Timing:



NOV 12 2015

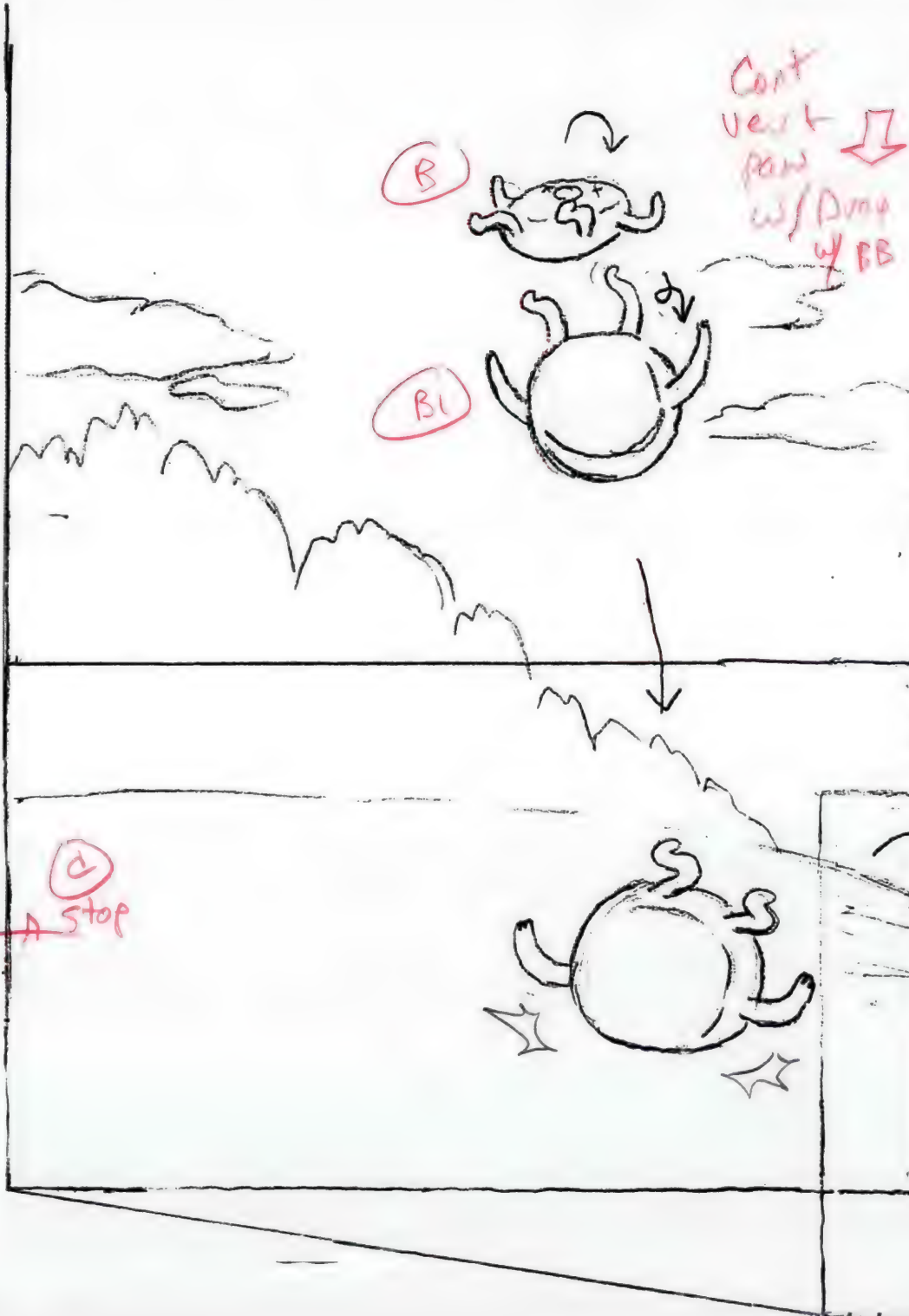
EPISODE # 1034-240

Production:

1034/240

1034/240





Sc.

126 CONT

4.

Page 203  
day night



EPISODE # 1034-240

1034/240

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1034/240

1034/240

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# ADVENTURE TIME

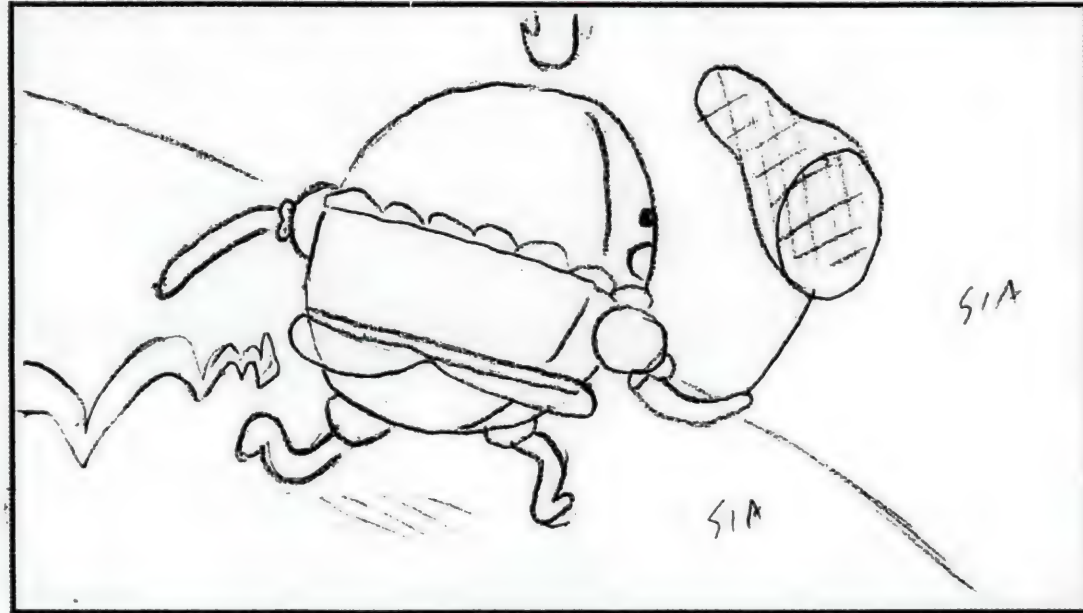


Page **204**

Sc. **126 cont** Pnl. **E** Bg. day night



Sc. **126 cont** Pnl. **F** Bg. day night



Dialog:	(CB) : BUNBUN !
Action:	
Timing:	



-CB RUNS AFTER BM
NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



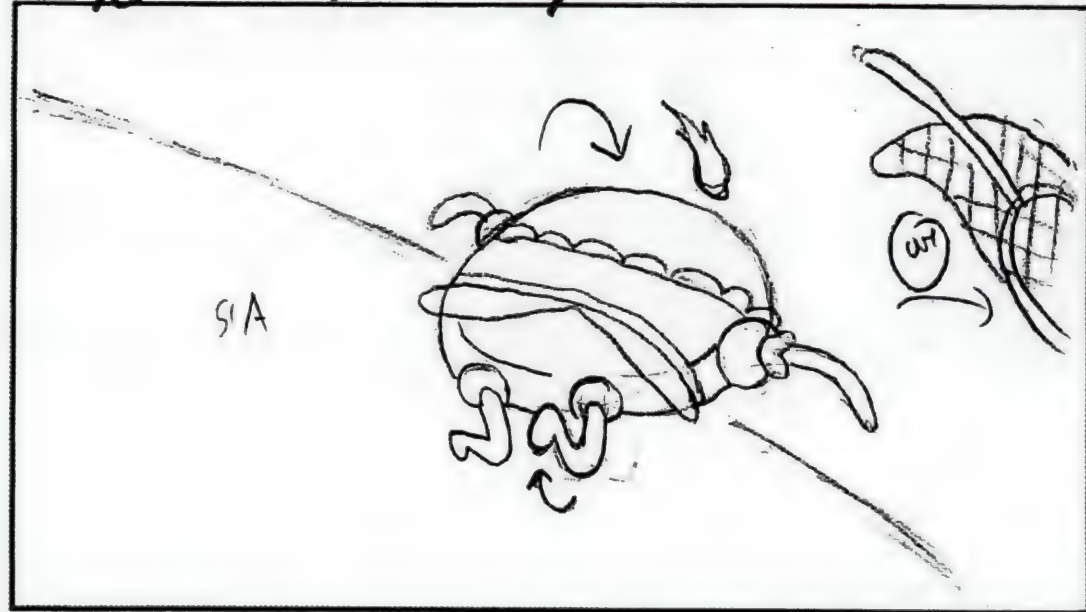
1034/240

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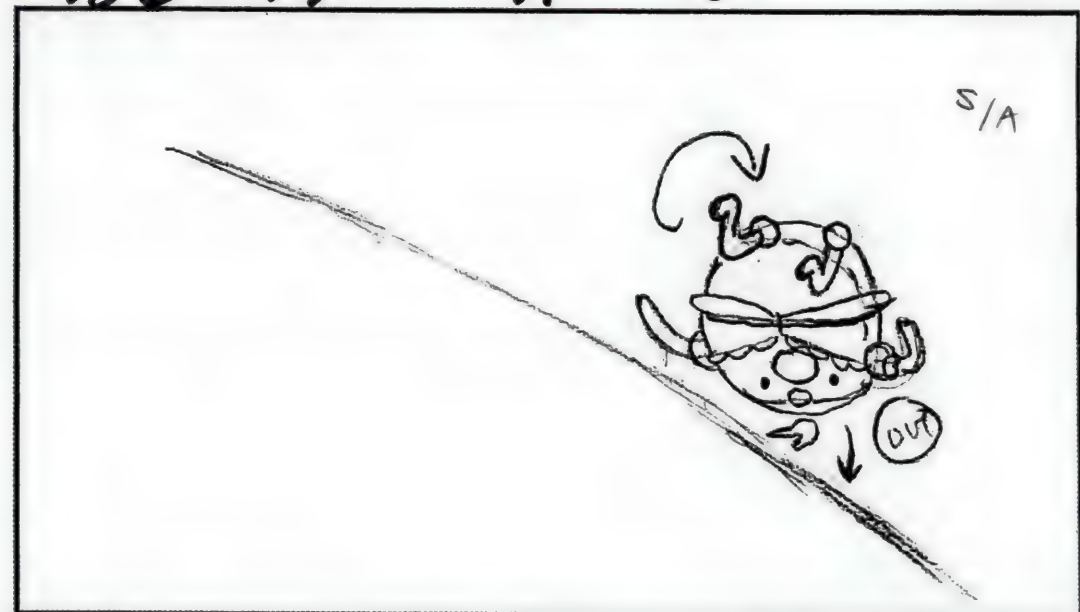
# ADVENTURE TIME



Sc. *126 cont* Pnl. *G* Bg. day night



Sc. *126 cont* Pnl. *H* Bg. day night



Dialog:

(CB): WAH GH

Action:

- CB SLIPS  
- NET GOES FLYING OFF/S

- CB FLIPS AND FALLS OVER HILL

NOV 12 2015

Timing:

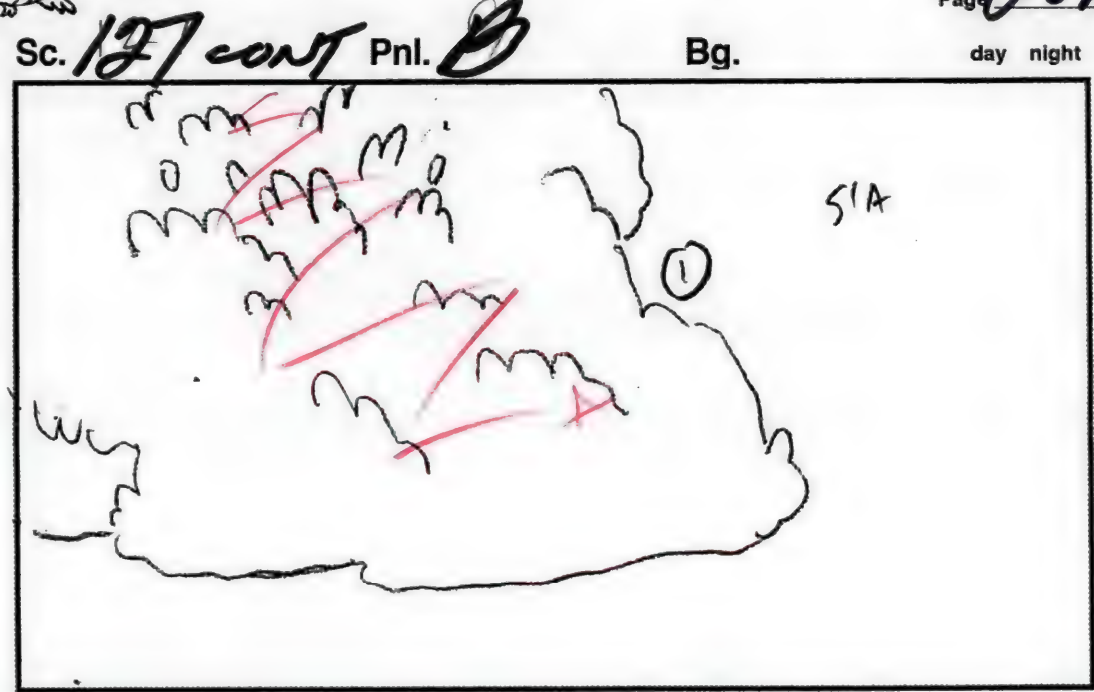
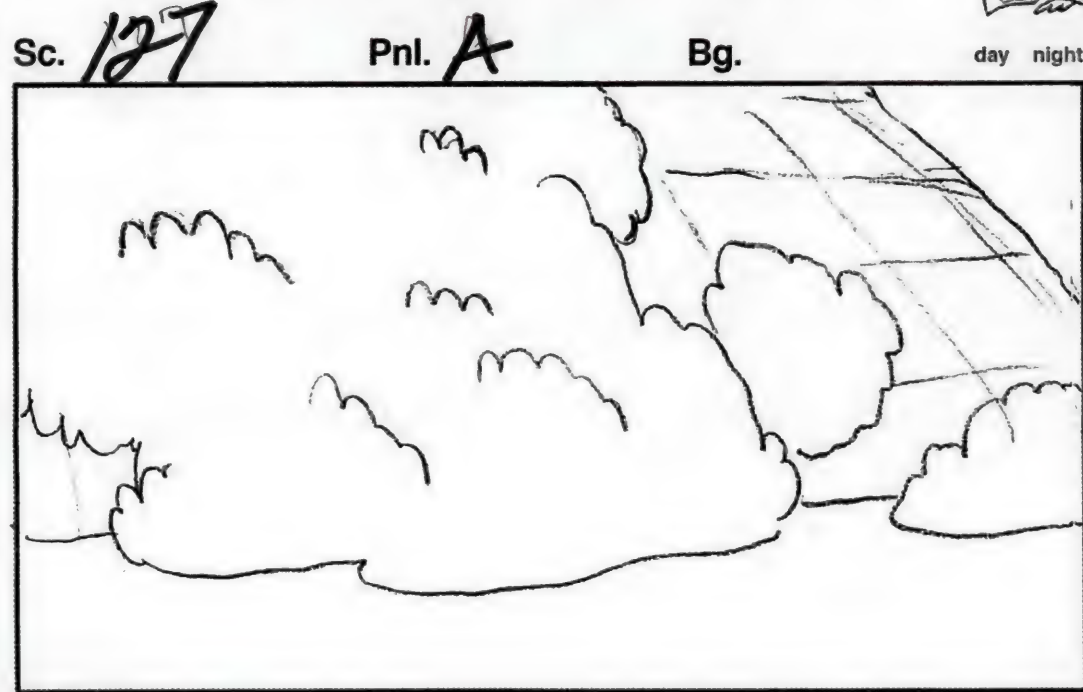
EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Dialog:

Action:

Timing:

SFX:

\*SKSHHY

- BUSHES SHAKE

NOV 12 2015



EPISODE # 1034-240



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# ADVENTURE TIME



Page 207  
day night

Sc. 127 cont Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

CB+BB: AAH!

w/ w Action

Action: -CB + BB BURST OUT OF BUSHES

NOV 12 2015

Timing:

EPISODE # 1034/240

Production:

1034/240

1034/240

1034/240

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# ADVENTURE TIME



Page **208**

Sc. **127 cont**

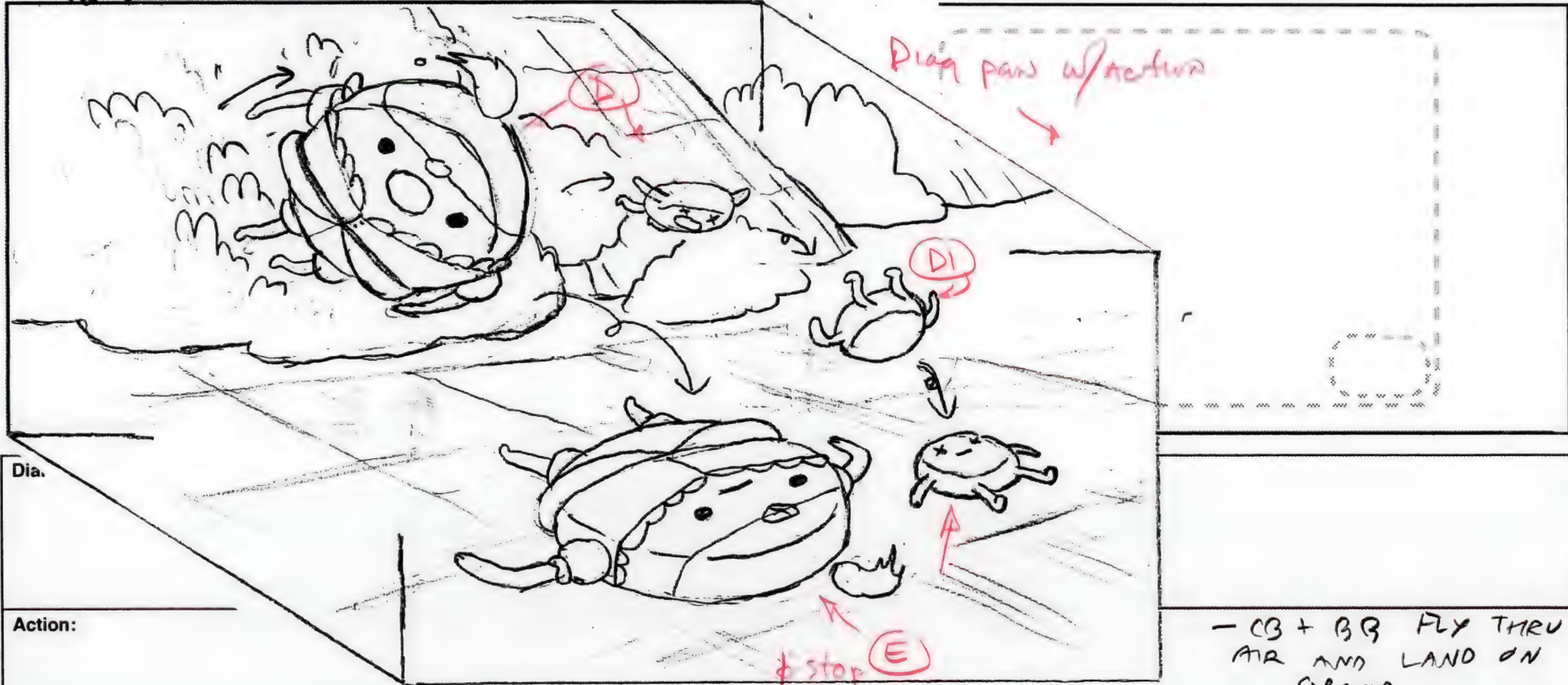
Bg.

day night

Pnl.

Bg.

day night



- CB + BB FLY THRU  
AIR AND LAND ON  
GROUND

NOV 12 2015

EPISODE # **1034-240**

1034/240

Production:

1034/240



# ADVENTURE TIME



Page 209  
day night

Sc. 127 cont Pnl. F Bg.

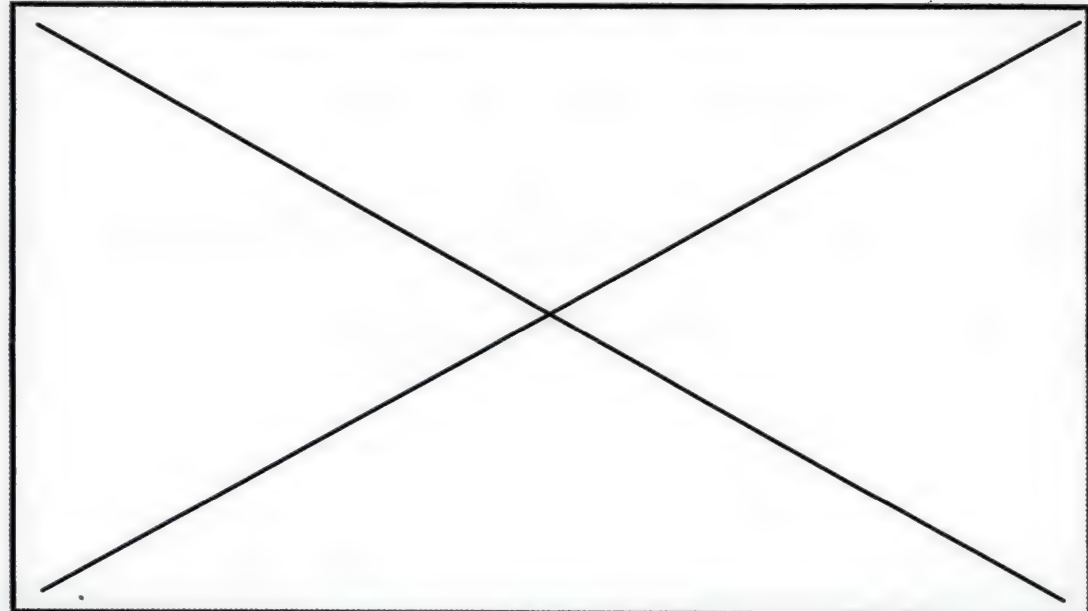
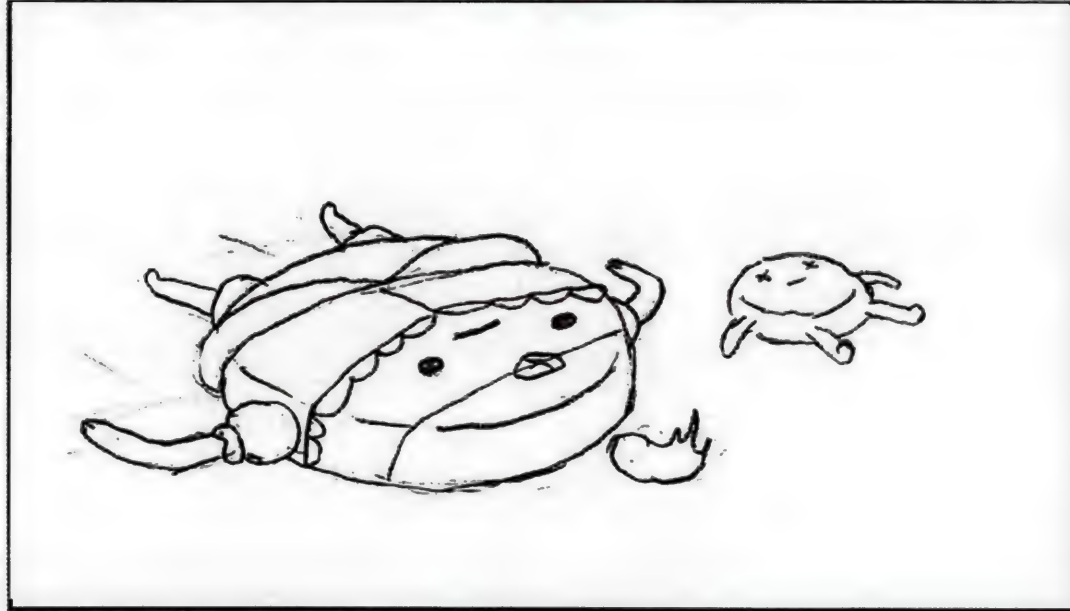
day night

Sc.

Pnl.

Bg.

day night



Dialog: FK: (off/s) On to planning --

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

1034/240

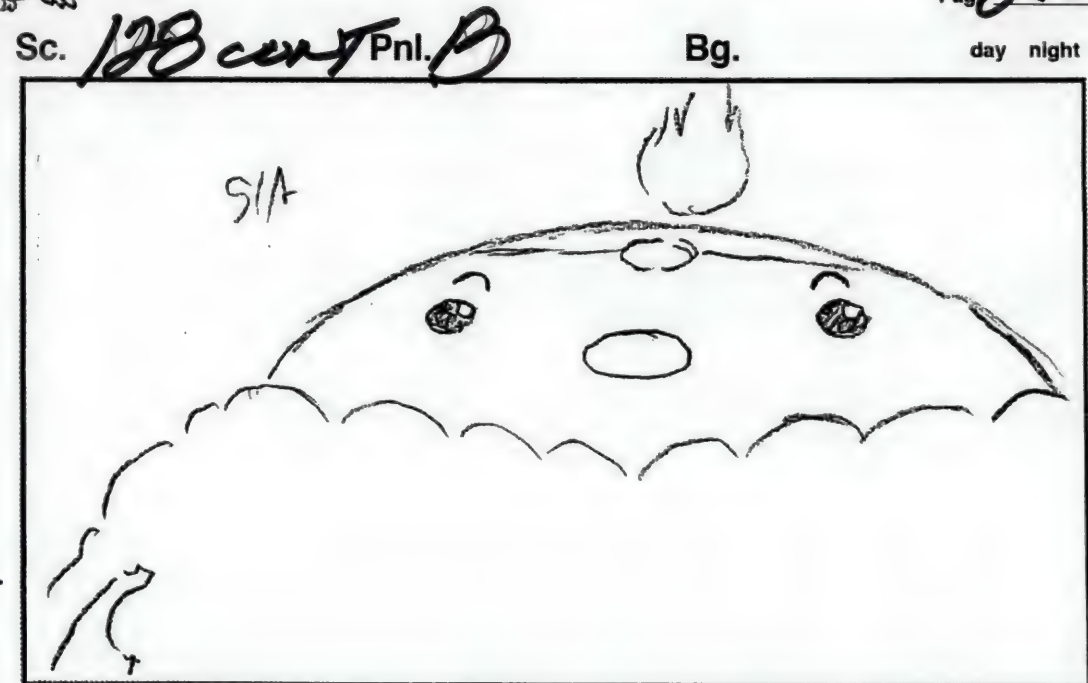
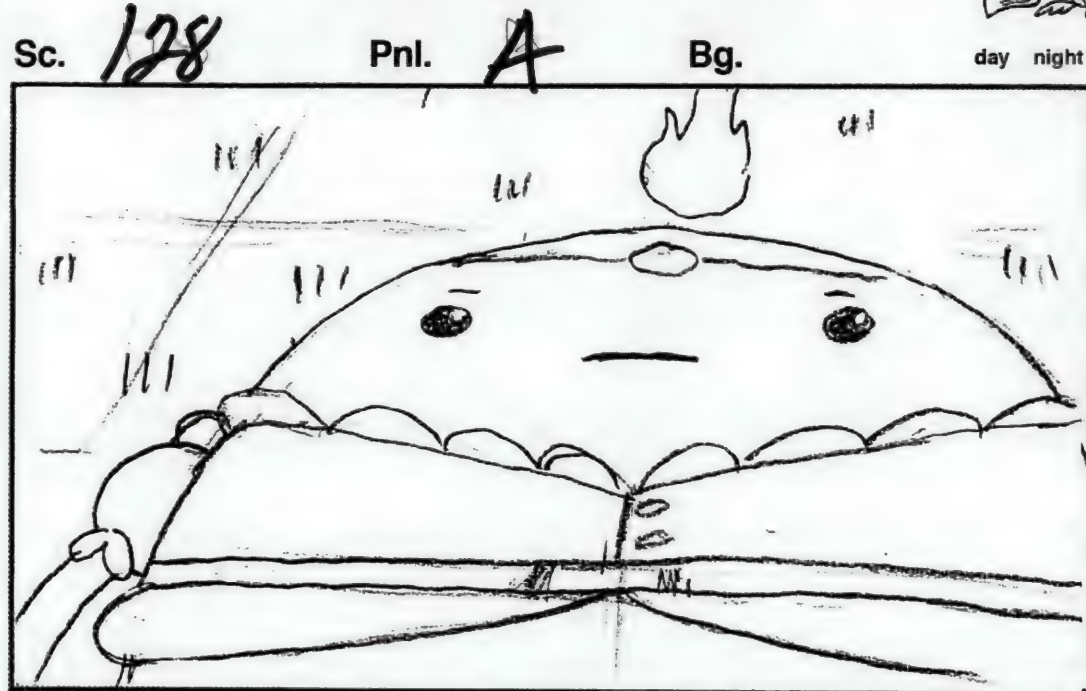
Production:

1034/240

# ADVENTURE TIME



Page **210**



Dialog:	(FK) : (OFF/S, DISTANT) -- OUR DIABOLICAL SCHEME --	(CB) : Bun Bun!
Action:		
Timing:		

NOV 12 2015

EPISODE # 1034-240

1034/240

Production:

1034/240

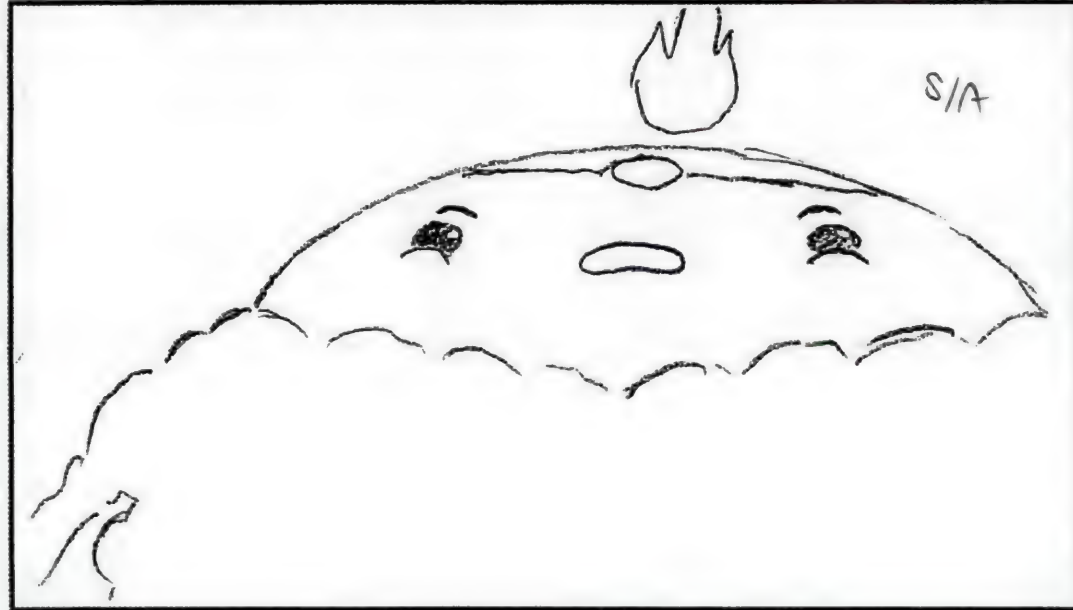


# ADVENTURE TIME

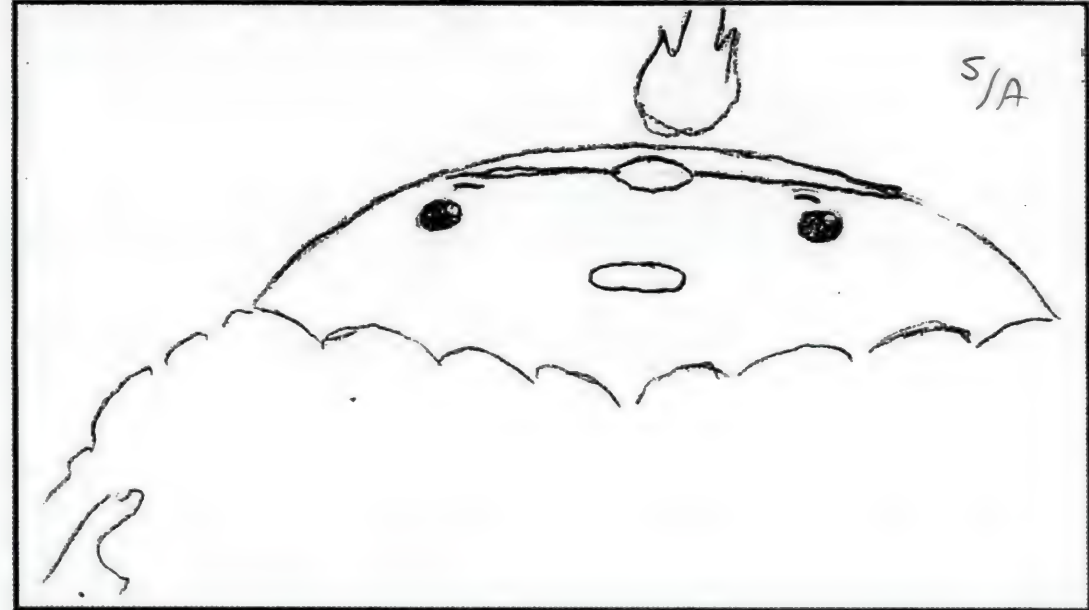


Page **211**

Sc. **128 cont** Pnl. **C** Bg. day night



Sc. **128 cont** Pnl. **D** Bg. day night



Dialog:	(CB): [LOUD WHISPER] I HEAR THE FLAME KING!
Action:	-CB LOOKS UP
Timing:	

NOV 12 2014

EPISODE # **1034/240**

Production:

1034/240

ADVENTURE TIME



SC. 128 CONT

NO  
SC  
129

PG 212  
NO PGS 213-215

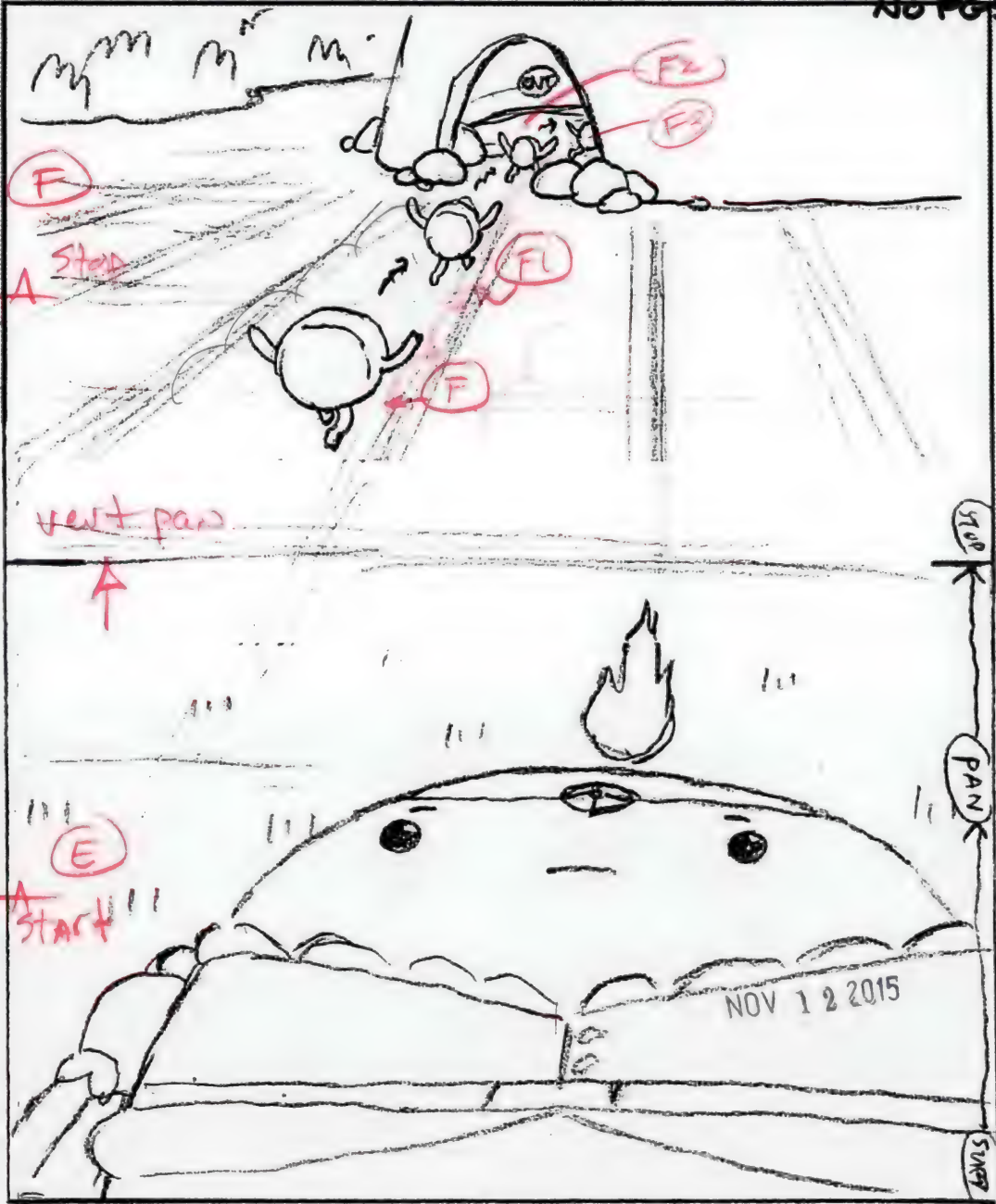
Sc. Pnl. Bg. day night

Dialog:

BB/ [laughing]

Action: - PAN UP  
- BB RUNS INTO LAVE

Timing:



EPISODE # 1034-240

Production:

1034/240

1034/240



1034/240

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# ADVENTURE TIME

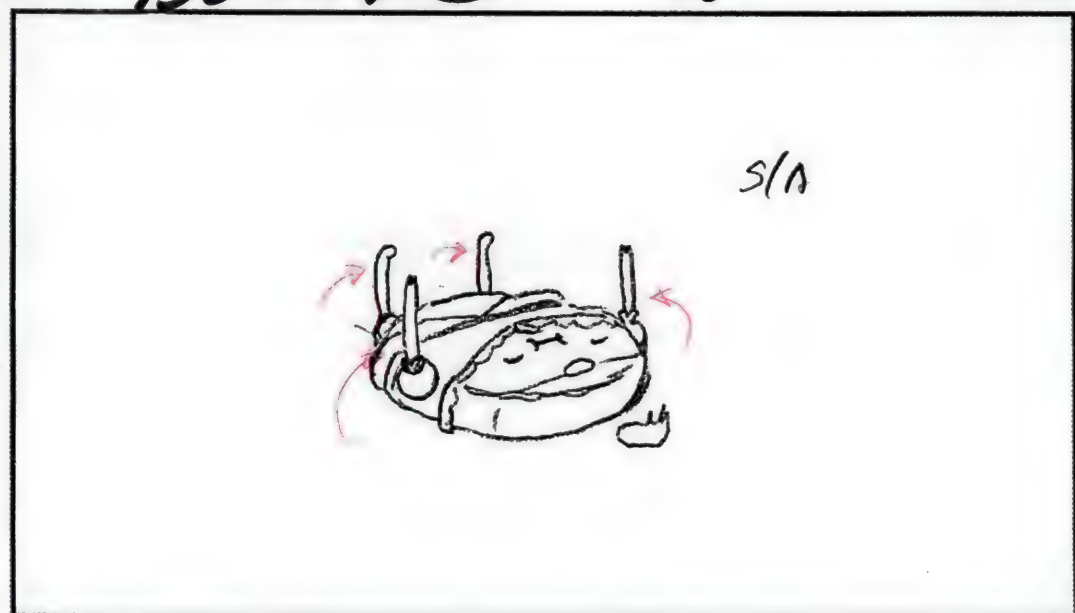


Sc. **130** Pnl. **A** Bg. day night



Sc. **130 cont. B** Pnl. **B** Bg. day night

Page **216**



Dialog:

(CB) : [STRAINS]

Action:

NOV 12 2011

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME

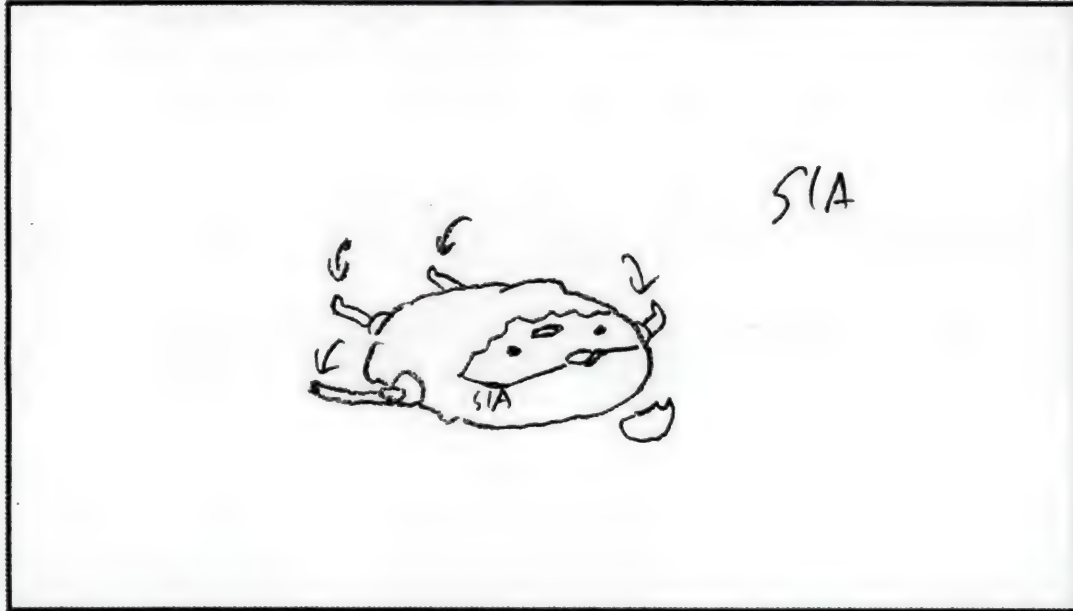


Page **217**  
day night

Sc. **130 cont.** Pnl. **C**

Bg.

day night

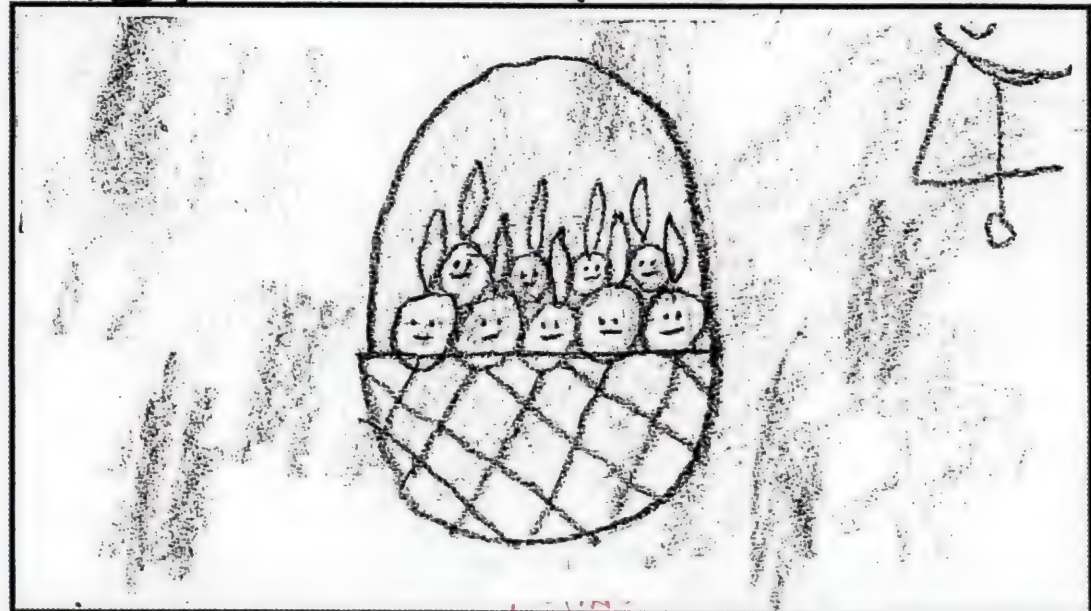


Sc. **131**

Pnl. **A**

Bg.

day night



Dialog:

**(C)** = [sigh]

Action:

- CB'S ARMS AND  
LEGS FLOP  
BACK DOWN.

Timing:

**(FK)**: JO — WEARING YOUR FIRE  
COSTUMES,

- FK HAND COMES IN  
POINTS AT DRAWING  
ON WALL

NOV 12 2015



EPISODE # 1034-240

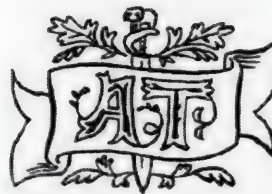
1034/240

1034/240



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# ADVENTURE TIME



Sc. **131 cont** Pnl. **B**

Bg.

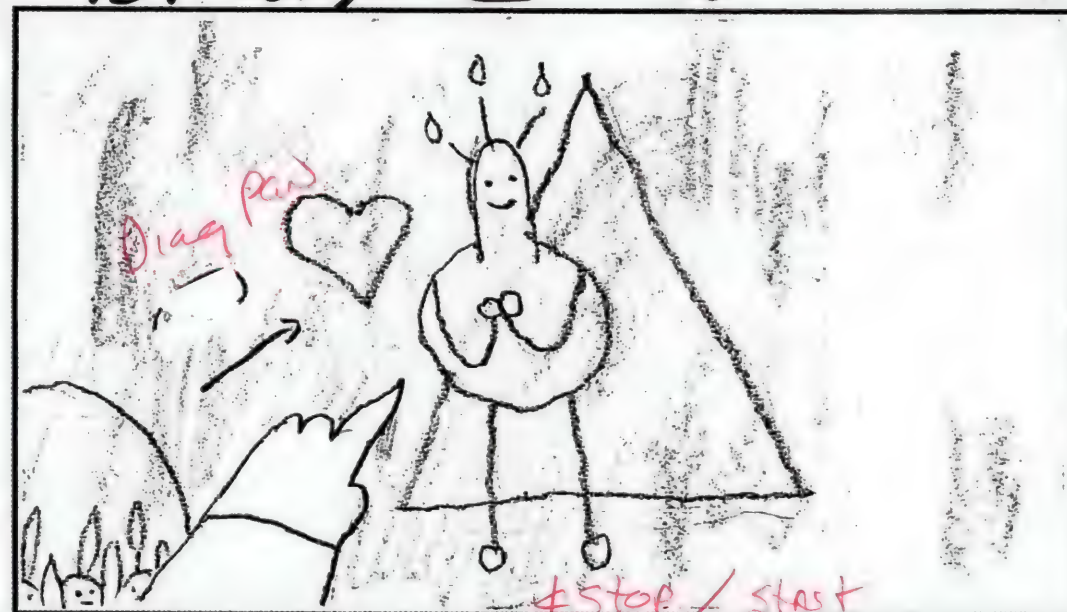
day night



Sc. **131 cont** Pnl. **C**

Bg.

day night



Page **218**

EPISODE # **1034-240**

1034/240

## Dialog:

(FK): YOU'LL POSE AS A BASKET  
OF ORPHANS LEFT ON THE  
CASTLE DOORSTEP!

(FK): THEY'LL TAKE YOU IN

## Action:

- FK MAKES CIRCULAR MOTIONS  
POINTING AT THE BASKET

- ADJ W/ HAND AS IT GLIDES  
OFFS TO NEXT IMAGE

NOV 12 2015

## Timing:

Production:

1034/240



# ADVENTURE TIME

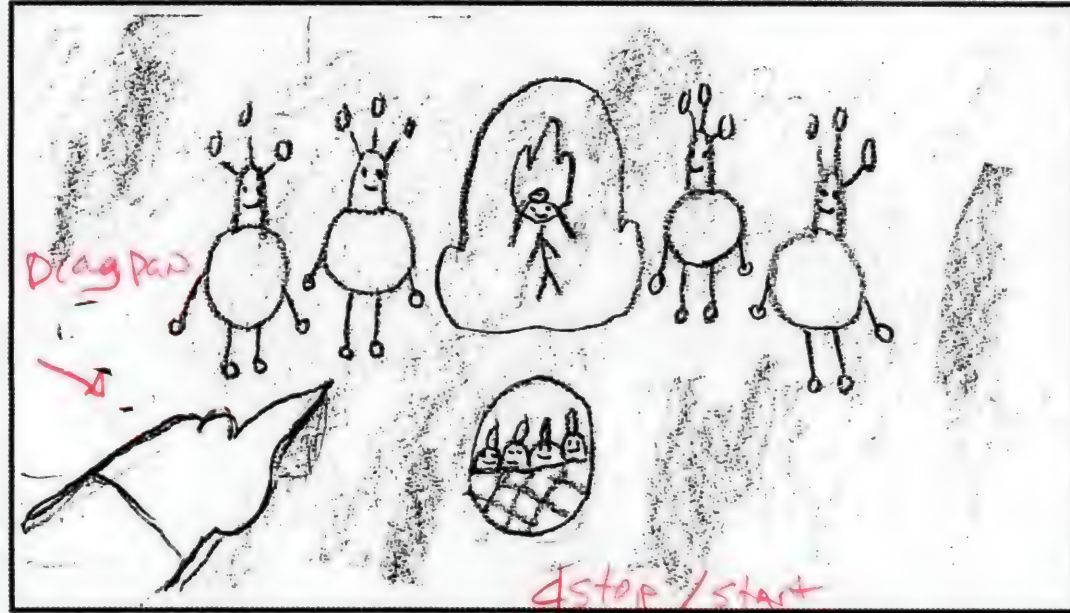


Page **219**

Sc. **131 cont** Pnl. **D**

Bg.

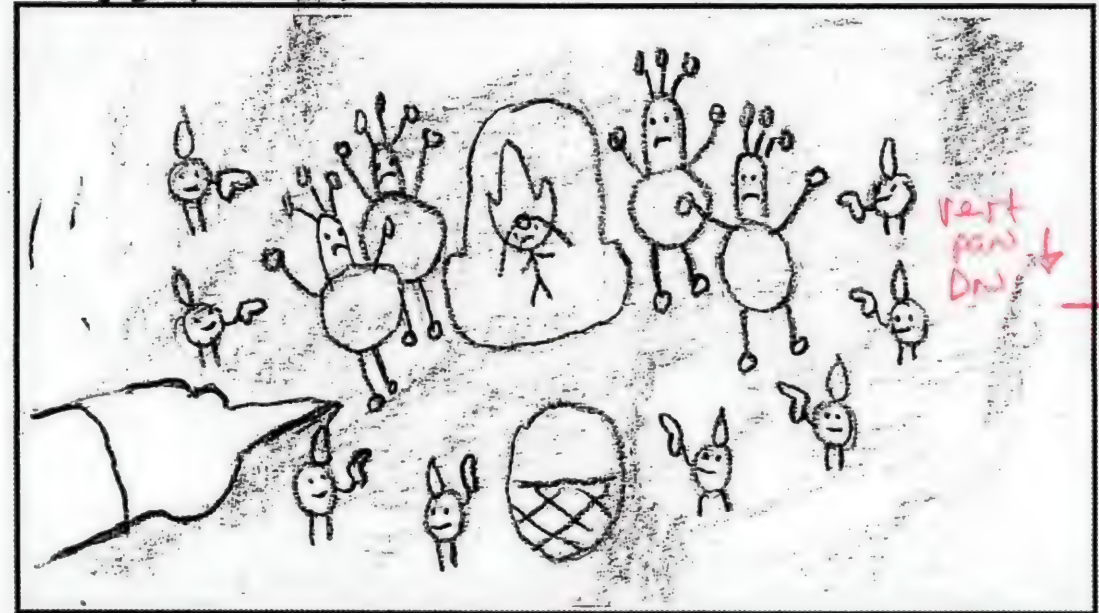
day night



Sc. **131 cont** Pnl. **E**

Bg.

day night



EPISODE # **1034-240**

Dialog:

**(FK):** AND WHEN THEY BRING YOU TO THE KING

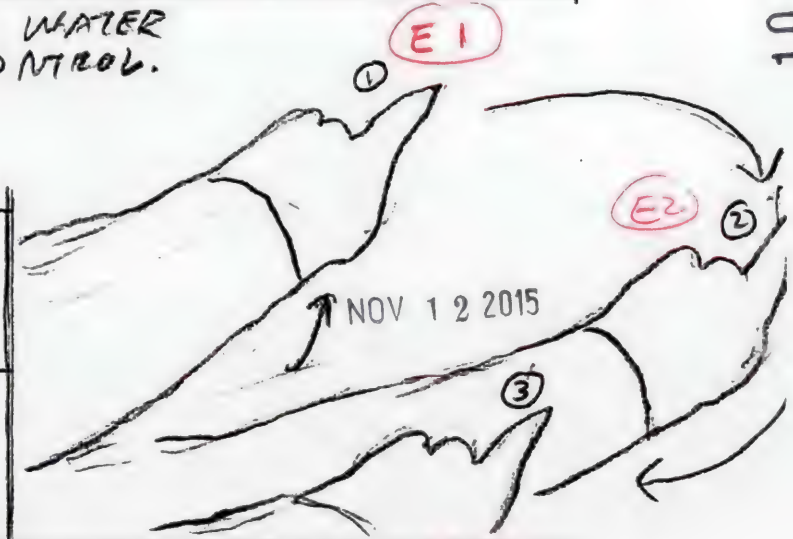
Action:

- ADJ W/ HAND AS IT GLIDES TO NEXT IMAGE

Timing:

**(FK):** YOU BUST OUT THE WATER GUNS AND SEIZE CONTROL.

- ADJ W/ HAND AS IT GLIDES TO NEXT IMAGE  
- FK HAND MAKES CIRCULAR MOTIONS OVER IMAGE



**E3**  
**1034/240**

1034/240

1034/240

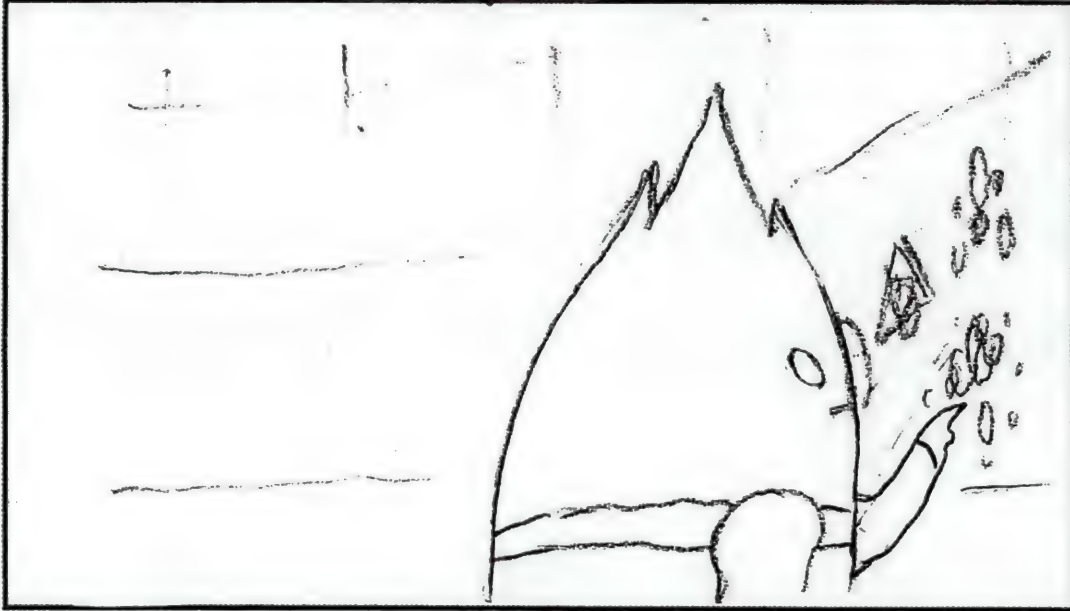


# ADVENTURE TIME

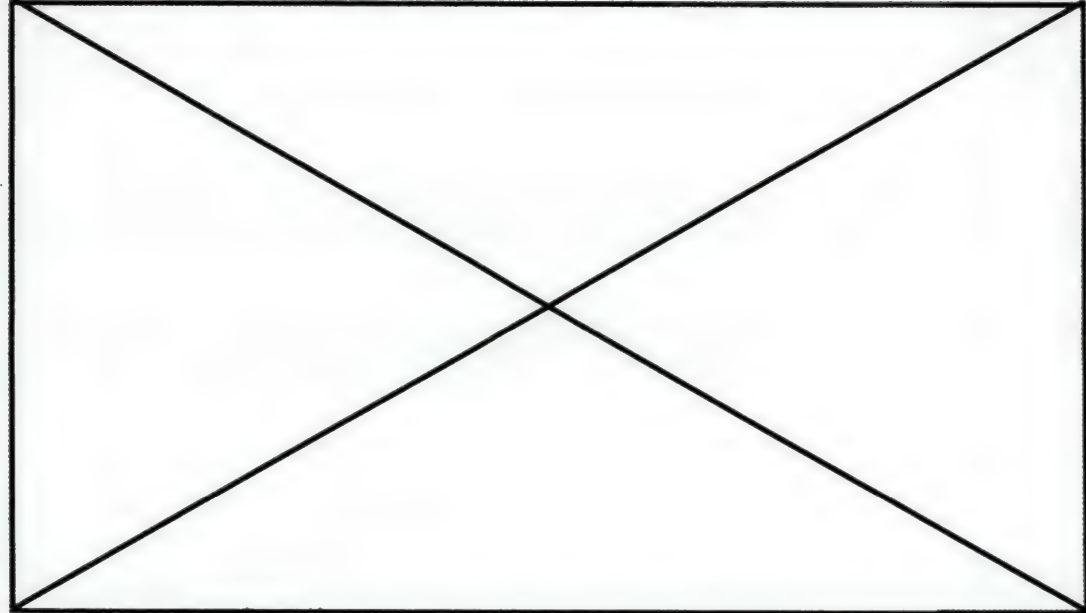


Page 220

Sc. 132 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

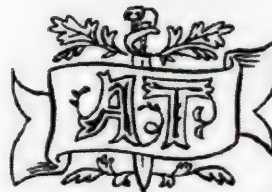
1034/240

1034/240

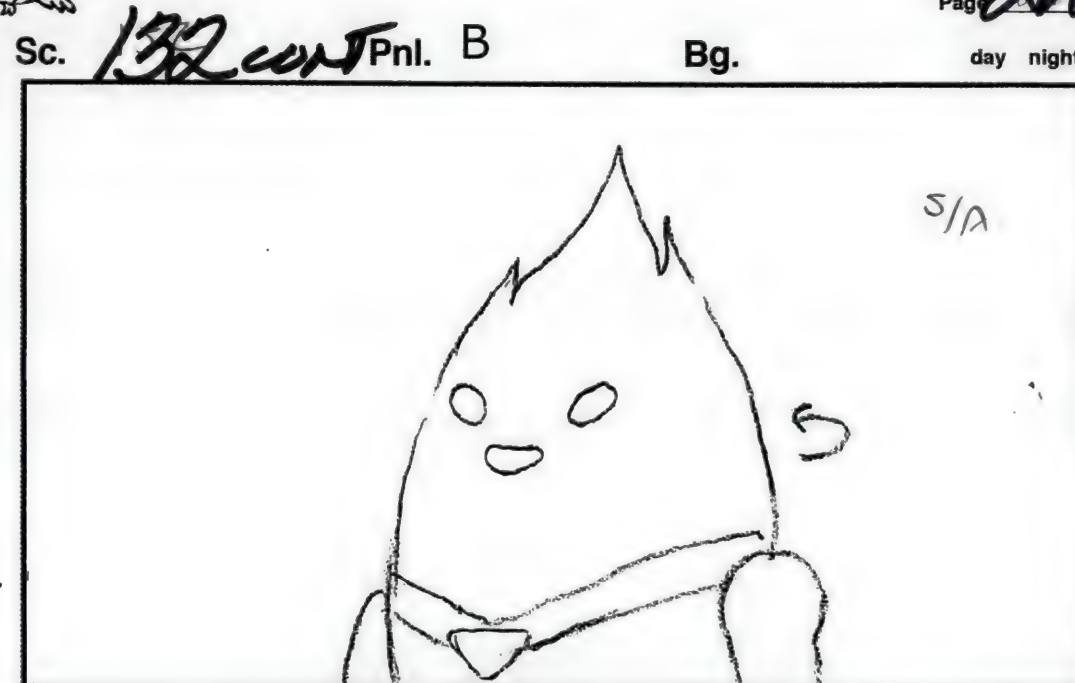
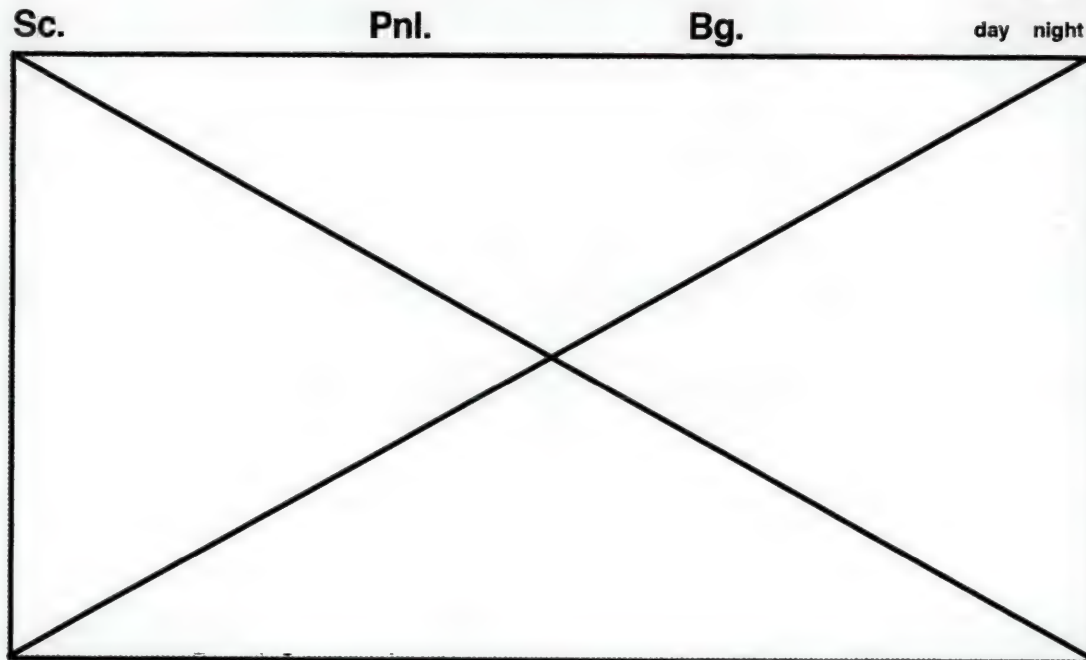
1034/240

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# ADVENTURE TIME



Page 221  
day night



Dialog:

(FK): ANY QUESTIONS?

Action:

- FK HOLDS TEDDY UP.

- FK TURNS.

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production:

1034/240

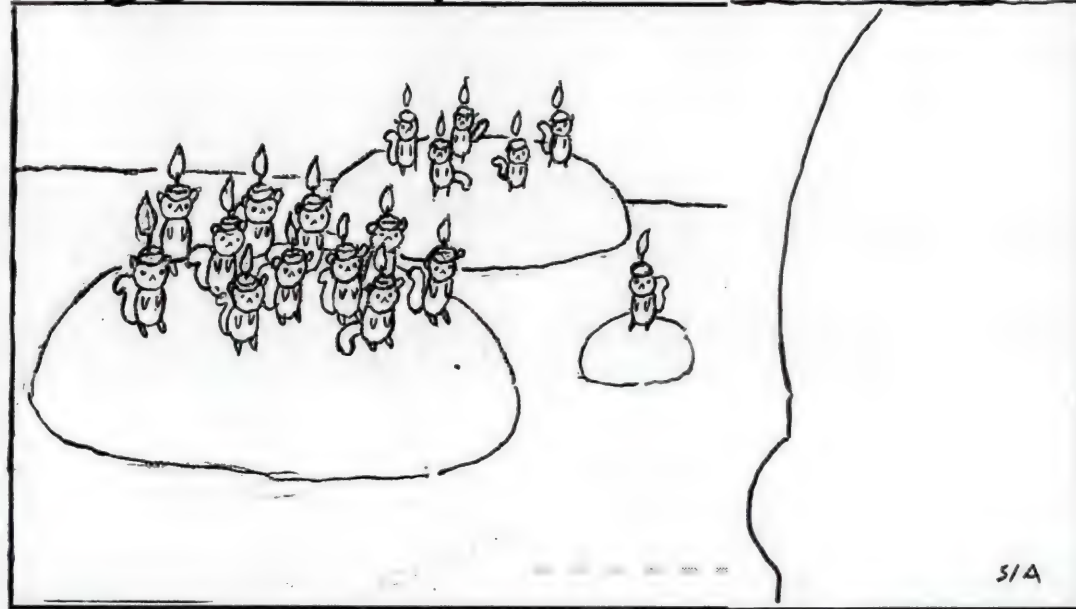


# ADVENTURE TIME



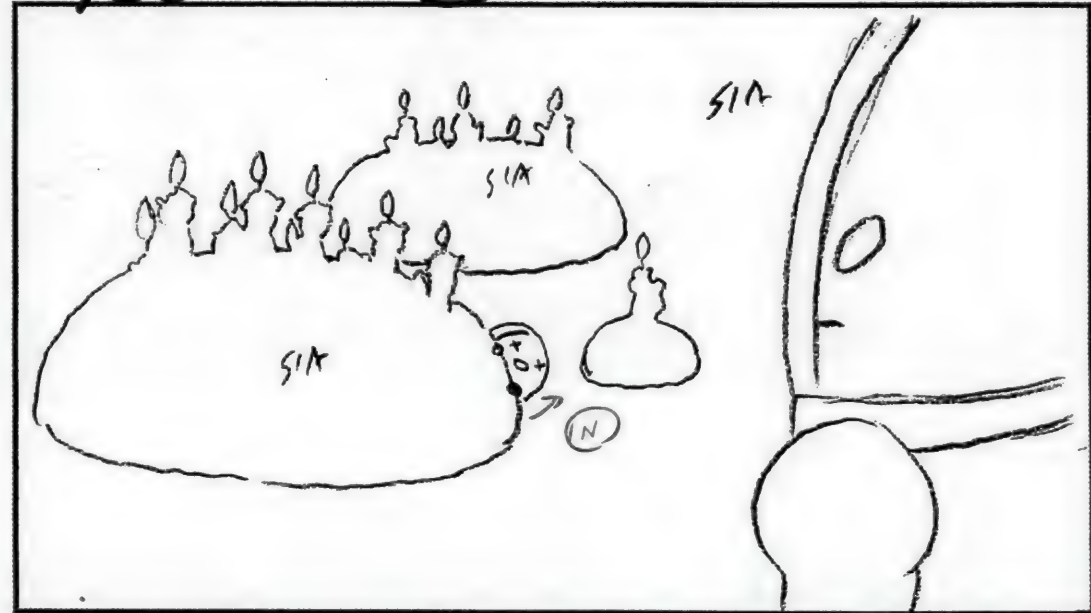
Page **222**

Sc. **133** Pnl. **A** Bg



Sc. **133 cont** Pnl. **B** Bg.

day night



Dialog:

**(BB)** ARE THESE YOUR KIDS?

Action:

-FK IS FACING A CROWD OF CHIPMUNKS WITH TEALIGHTS.

-BB POPS OUT OF CHIPMUNK CROWD

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production:

1034/240

# ADVENTURE TIME

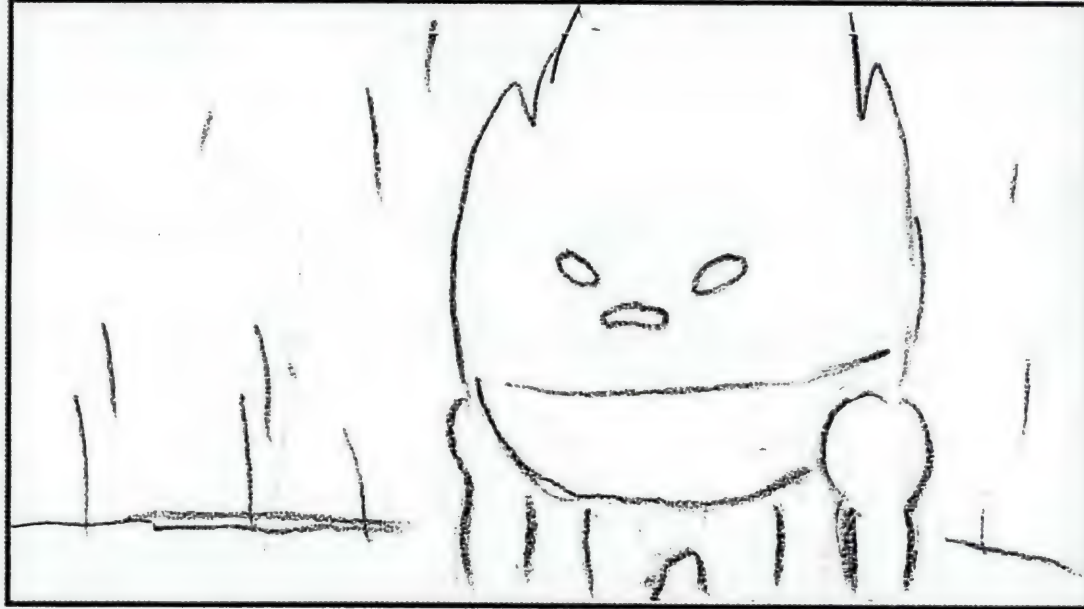


Sc. **134**

Pnl. **A**

Bg.

day night

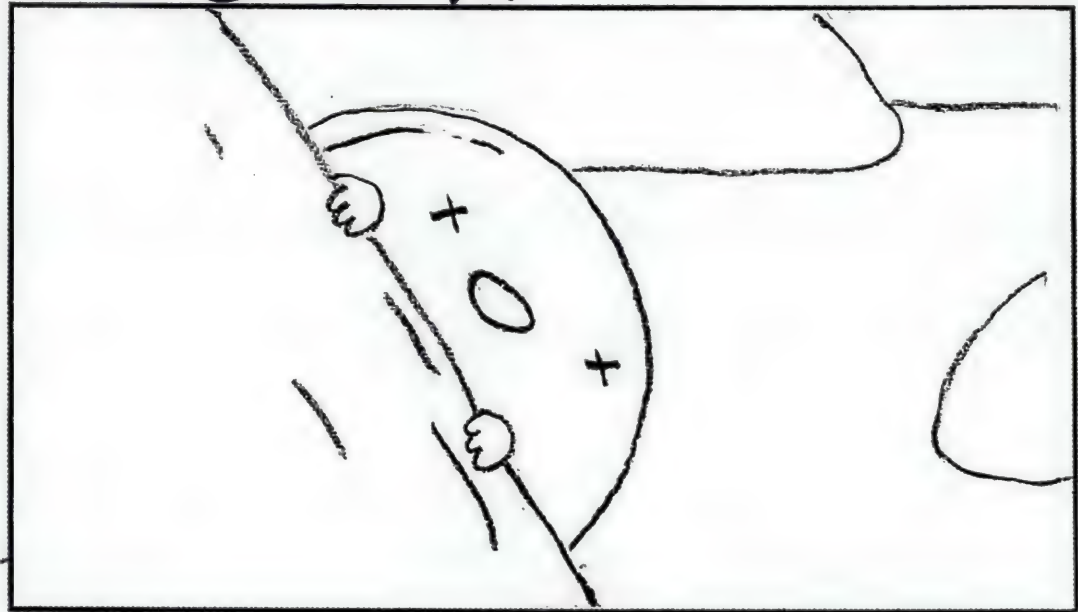


Sc. **135**

Pnl. **A**

Bg.

day night



Page **223**

Dialog:

**(PK)** : NO, THEY'RE  
MY ' ARMY.

**(BB)** YOUR PLAN'S NOT GONNA WORK.

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:



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1034/240

# ADVENTURE TIME

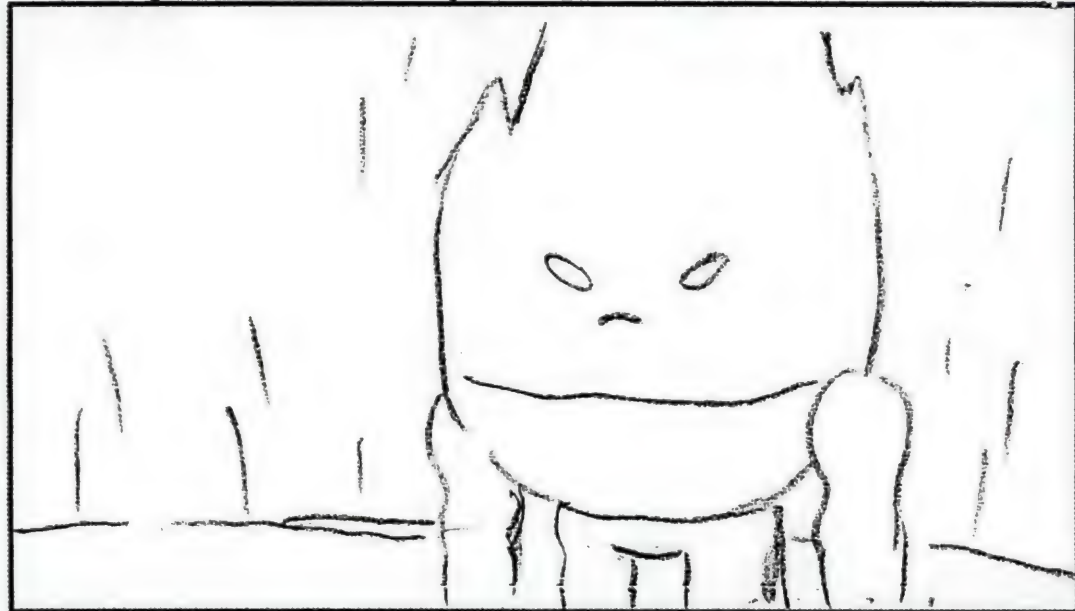


Sc. **136**

Pnl. **A**

Bg.

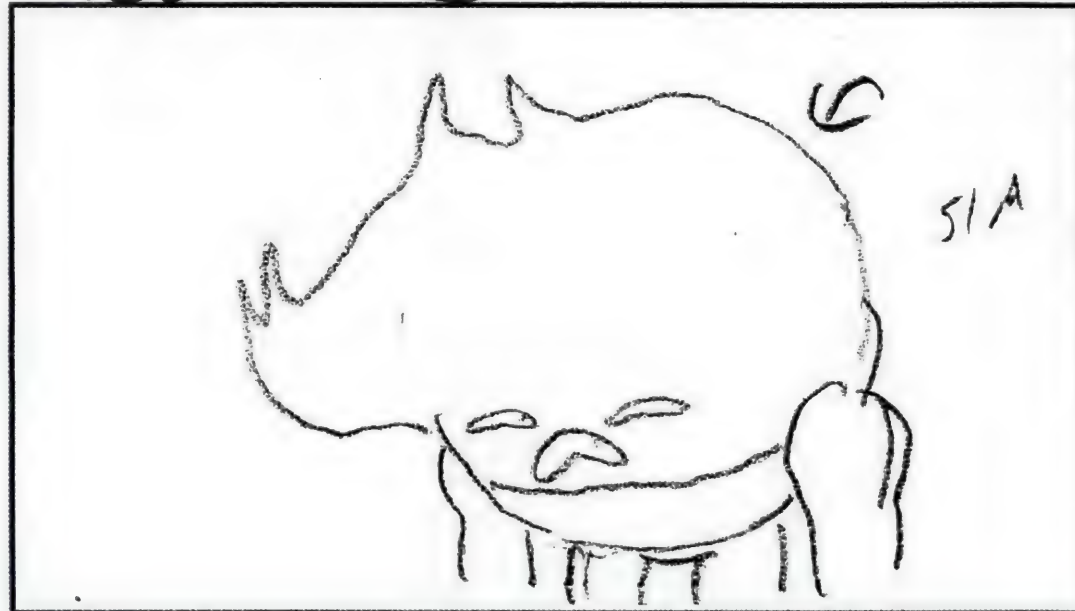
day night



Sc. **136 cont** Pnl. **B**

Bg.

Page **224**  
day night



Dialog:

(FK) = UGH --  
I KNOW---

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Page **225**

Sc. **136 cont.** Pnl. **C**

Bg.

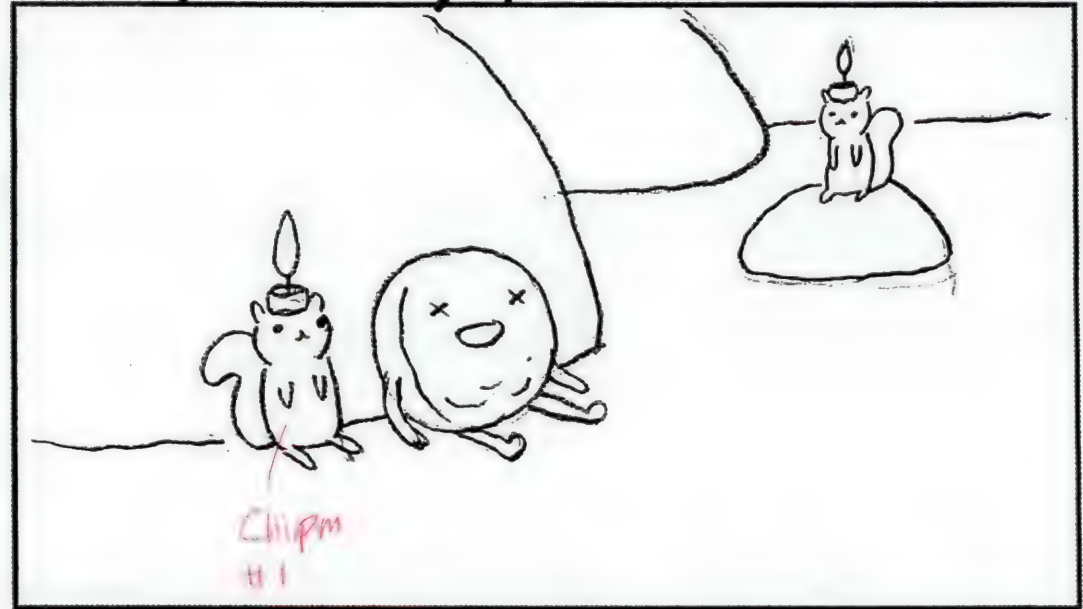
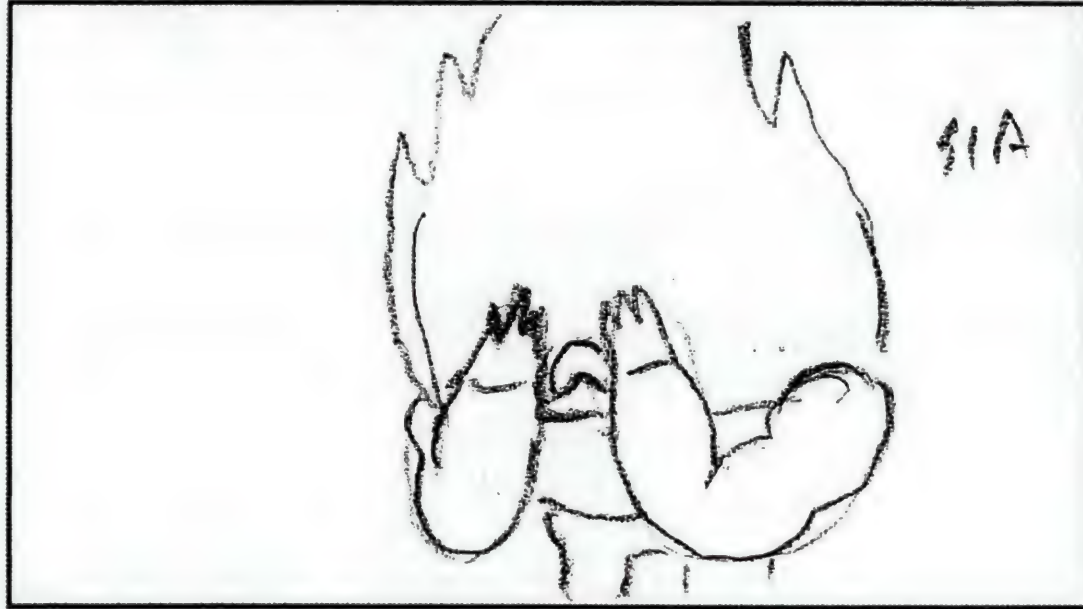
day night

Sc. **137**

Pnl. **A**

Bg.

day night



Dialog:

(FK): I'M RUSTY  
AT THIS WAR  
STUFF!

(PB): YOU SHOULD DO  
CHIRPMUNK STUFF.

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

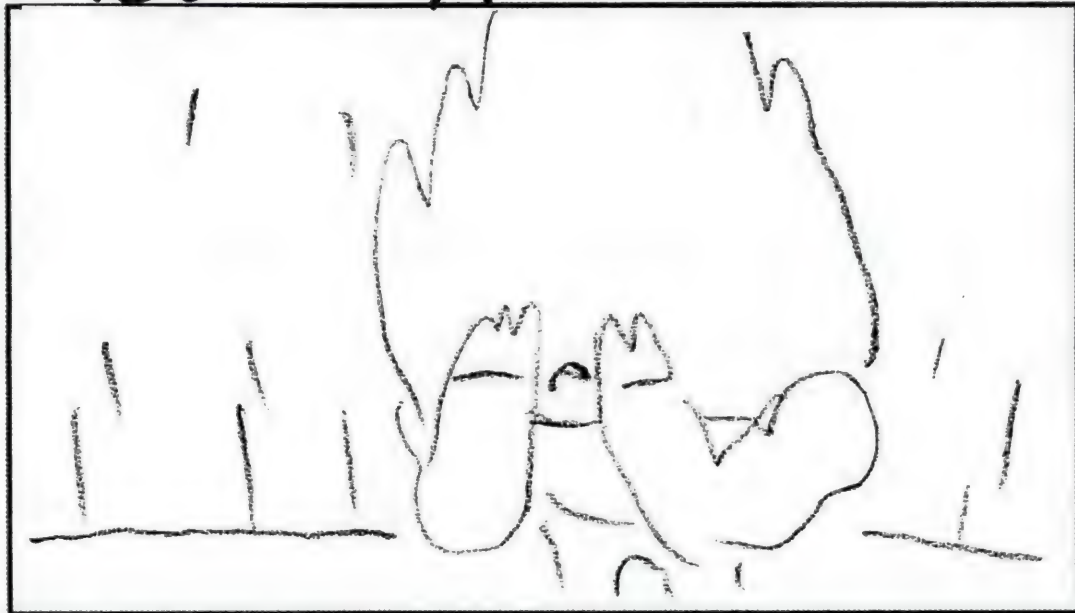


# ADVENTURE TIME



Page **226**

Sc. **138** Pnl. **A** Bg. day night



Sc. **139** Pnl. **A** Bg. day night



Dialog: **(FC)**: IS THAT WHAT I  
AM NOW?  
THE CHIPMUNK KING?!

Action:

Timing:

**(AI)**



**(BB)** I DUNNO.

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

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ADVENTURE TIME




Page **227**

Sc. **140** Pnl. **A** Bg. day night



Sc. **140 cont** Pnl. **B** Bg. day night



Dialog:	(FK) = HMM...	(FK) PERHAPS YOU'RE RIGHT.
Action:		
Timing:		NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



# ADVENTURE TIME



Page **228**

Sc. **140 CONT** Pnl. **C**

Bg.

day night



Sc. **140 CONT** Pnl. **D**

Bg.

day night



Dialog:

(Finn): I HAVE NO ALLIES LEFT  
IN THE FIRE KINGDOM.

(Finn): AND EVEN IF I DID  
MANAGE TO steal IT BACK

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240

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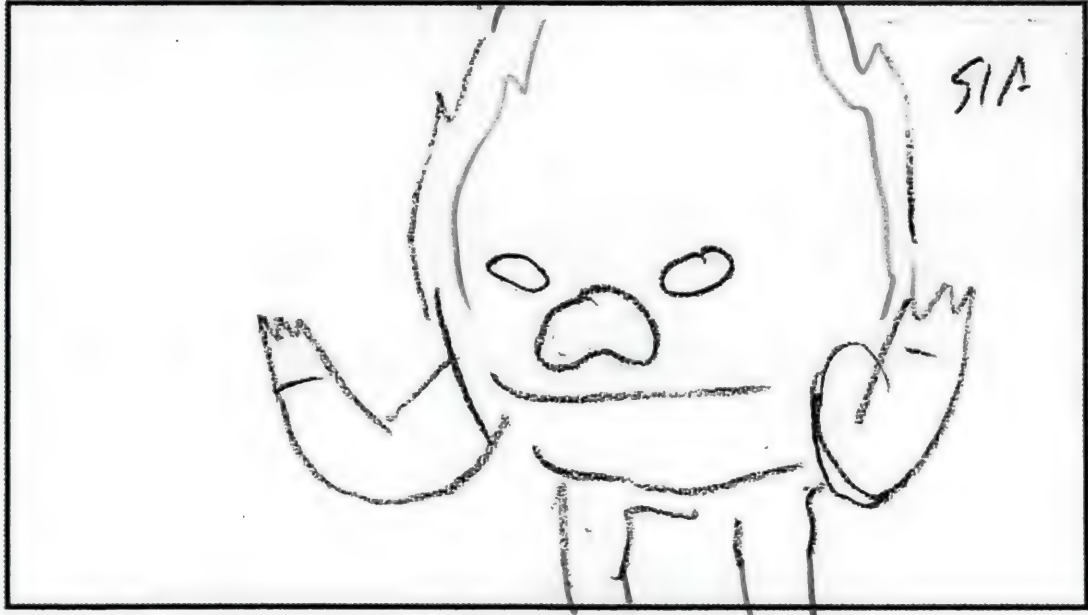
# ADVENTURE TIME



Sc. *140 cont* Pnl. *E*

Bg.

day night



Sc. *140 cont* Pnl. *F*

Bg.

day night



Page *229*

EPISODE # *1034-240*

1034/240

Dialog:	<i>(10) I'D PROBABLY HAVE TO RE-DECORATE--</i>	<i>(11) THE WHOLE CASTLE.</i>
Action:		
Timing:		

NOV 12 2015

Production:

1034/240



1034/240

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# ADVENTURE TIME



Page **230**

Sc. **140 cont** Pnl. **G** Bg.

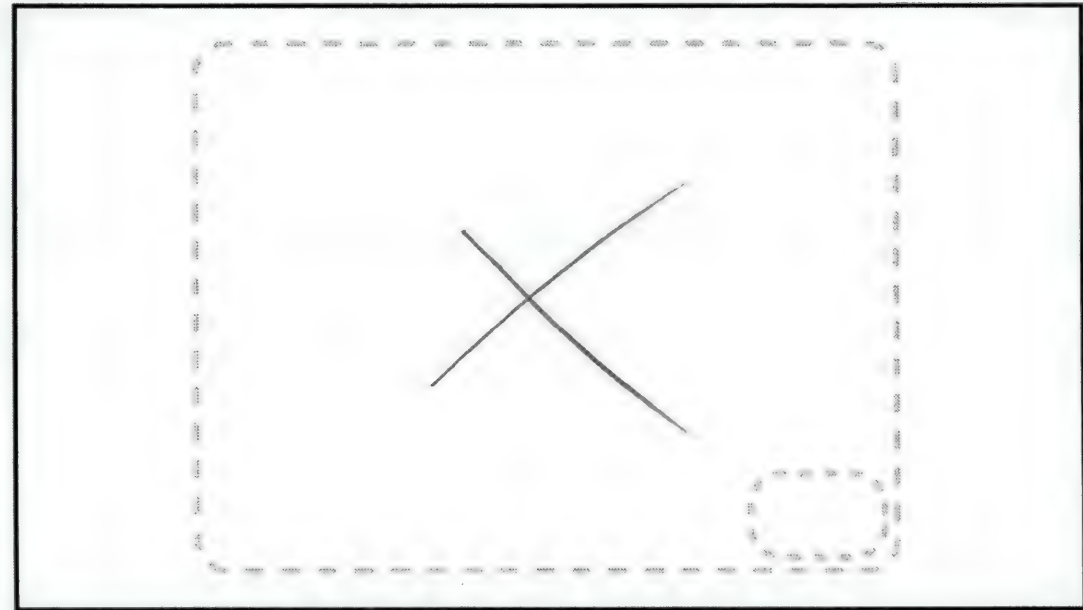
day night

Sc.

Pnl.

Bg.

day night



Action:

- FK SITS DOWN  
- ADJ W/ FK

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

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ADVENTURE TIME



Page **231**

Sc. **140 cont** Pnl. **H**

Bg.

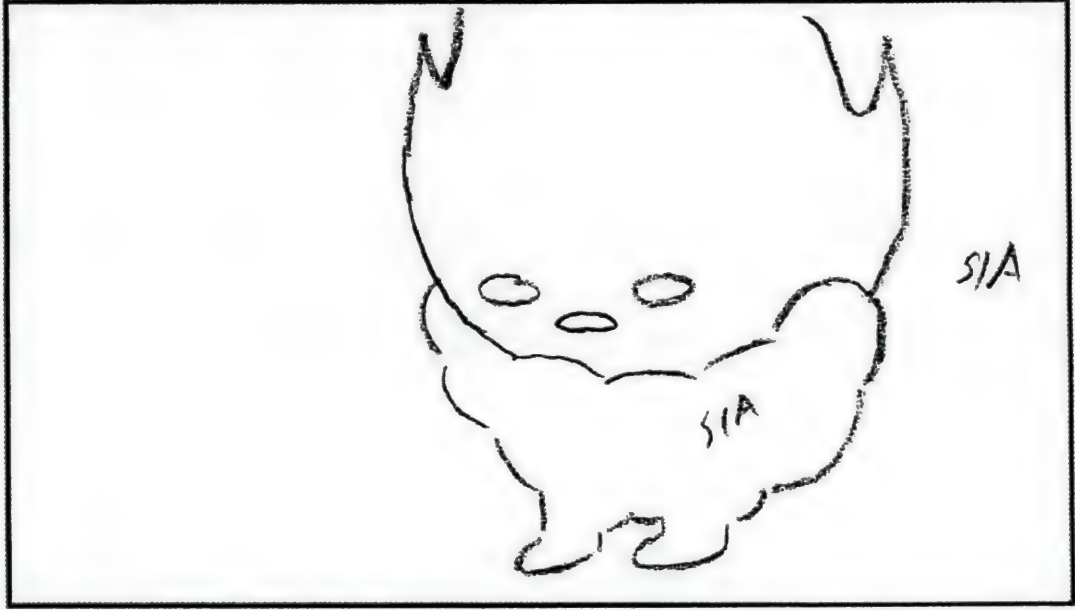
day night



Sc. **140 cont** Pnl. **I**

Bg.

day night



Dialog:	<p><b>(FK)</b>: MAYBE... I <u>COULD</u> STAY HERE AND RULE -- MORE LIKE, FIGUREHEAD STYLE</p>
Action:	<p>NOV 12 2015</p>
Timing:	

EPISODE # 1034-240

1034/240

Production:

1034/240

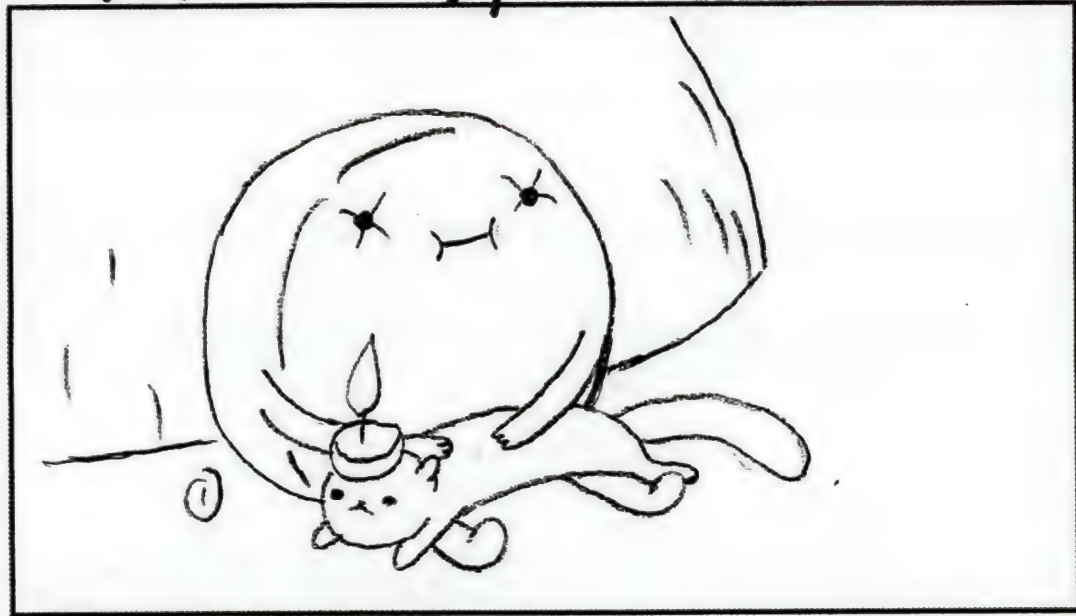


# ADVENTURE TIME



Page **232**

Sc. **144** Pnl. **A** Bg. day night



Sc. **144 cont** Pnl. **B** Bg. day night



Dialog:

**(BB)**: AND I'LL BE THE  
ROYAL DOG-PETTER

Action:

Timing:



NOV 12 2015

EPISODE # 1034-240

Production:

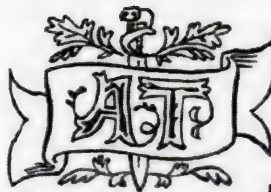
1034/240

1034/240

1034/240

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# ADVENTURE TIME

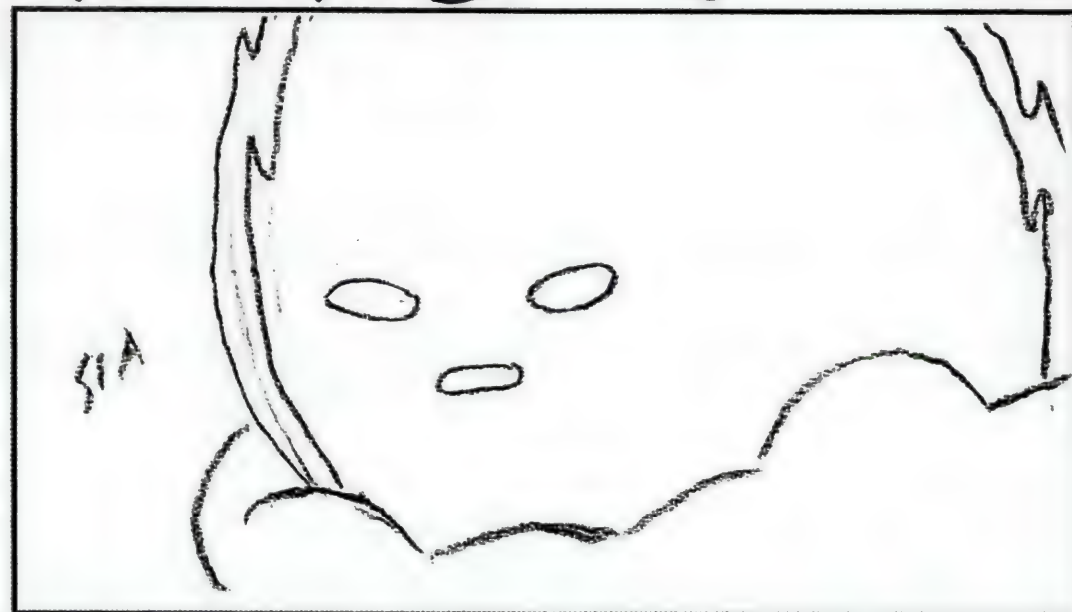


Page **233**

Sc. **142** Pnl. **A** Bg. day night



Sc. **142 cont** Pnl. **B** Bg. day night



Dialog:

(FK) : WOULD YOU REALLY  
STAY HERE WITH ME ?

Action:

NOV 12 2015

Timing:

EPISODE # 1031-~40

Production:

1034/240

1034/240



# ADVENTURE TIME



Page **234**

Sc. **142 cont** Pnl. **C**

Bg.

day night

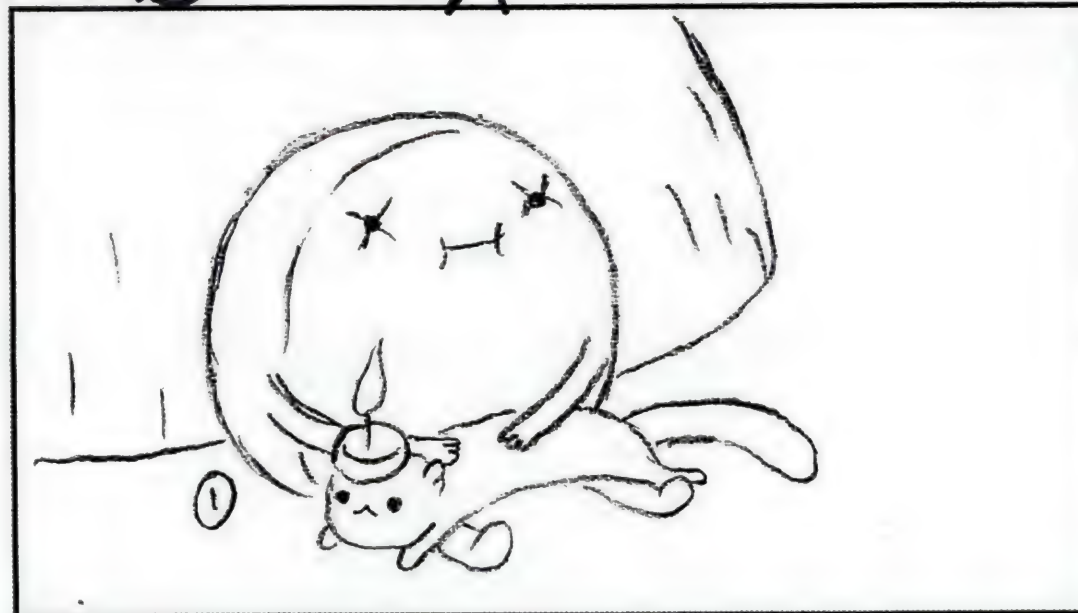


Sc. **143**

Pnl. **A**

Bg.

day night



Dialog:

(FK):

and my kingdom of  
adorable vermin?

Action:

Timing:

(BG)

OK.

-shreys  
①, ②, ①

2 2015



EPISODE # **1034-240**

1034/240

1034/240

1034/240

# ADVENTURE TIME

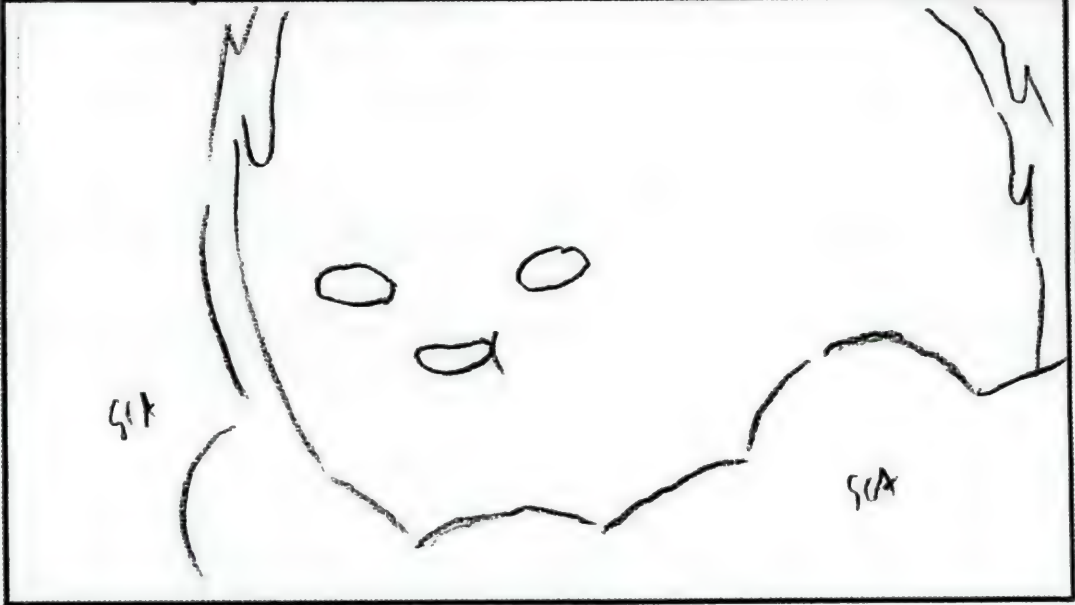


Page **235**

Sc. **144** Pnl. **A** Bg. day night



Sc. **144 cont** Pnl. **B** Bg. day night



Dialog:	<p><b>(FIC): YOU'RE ALRIGHT, BINGOON.</b></p> <p>NOV 12 2015</p>
Action:	
Timing:	

EPISODE # **1034-240**

Production:

1034/240

1034/240



1034/240

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# ADVENTURE TIME



Page **236**

Sc. **145**

Pnl. **A**

Bg.

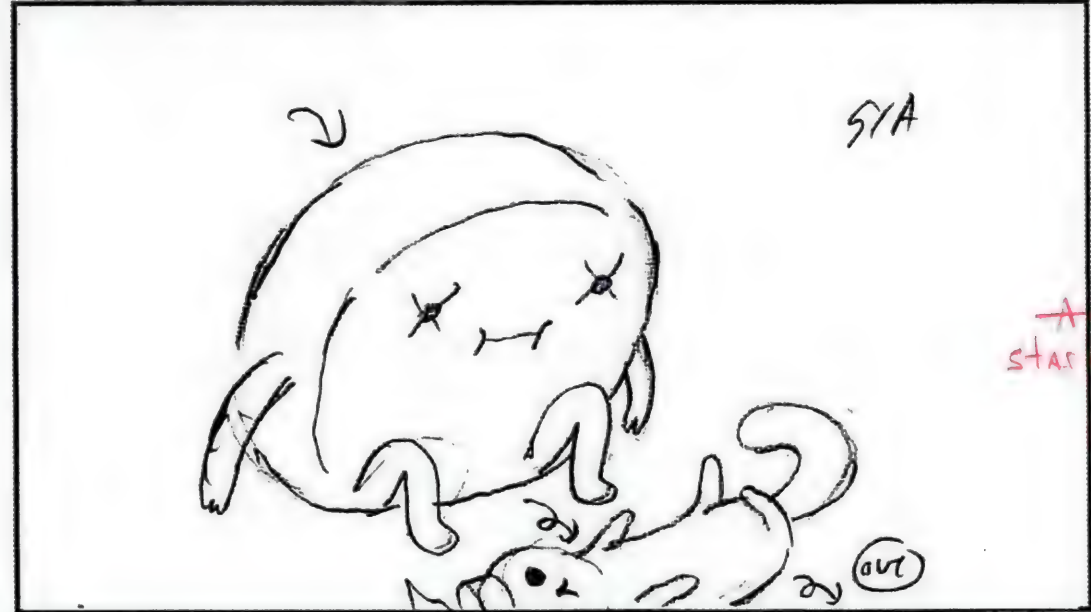
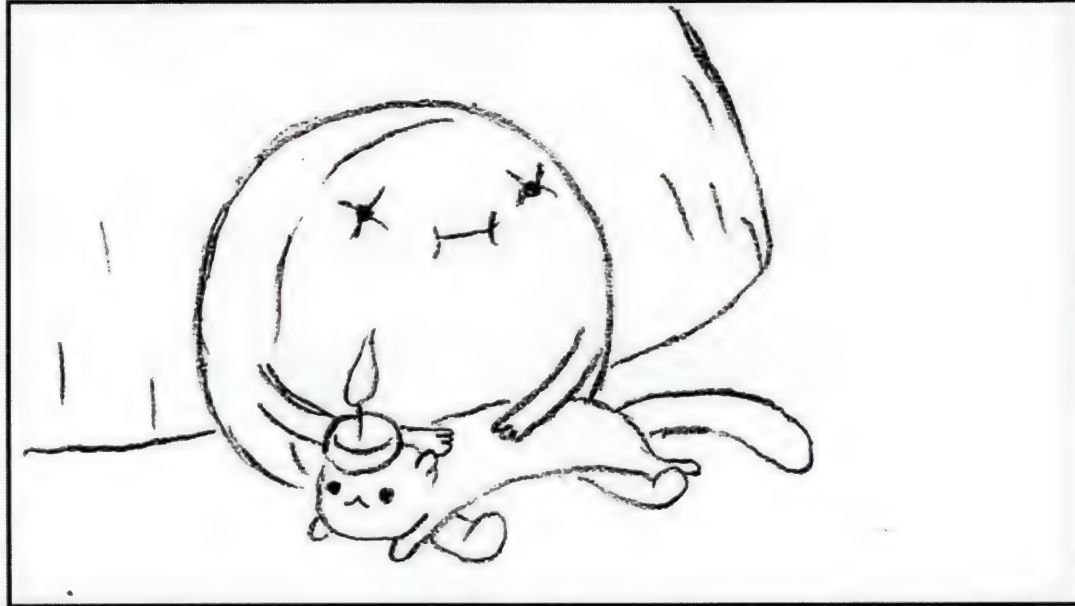
day night

Sc. **145 cont**

Pnl. **B**

Bg.

day night



Dialog:

Action:

- BB ANTICS TO STAND
- CHIPMONK ROLLS OFF BB'S LAP OFF/S

Timing:

NOV 12 2015

EPISODE # **1034/240**

Production:

1034/240

1034/240

# ADVENTURE TIME



Page **207**

Sc. **145 cont** Pnl. C

Bg.

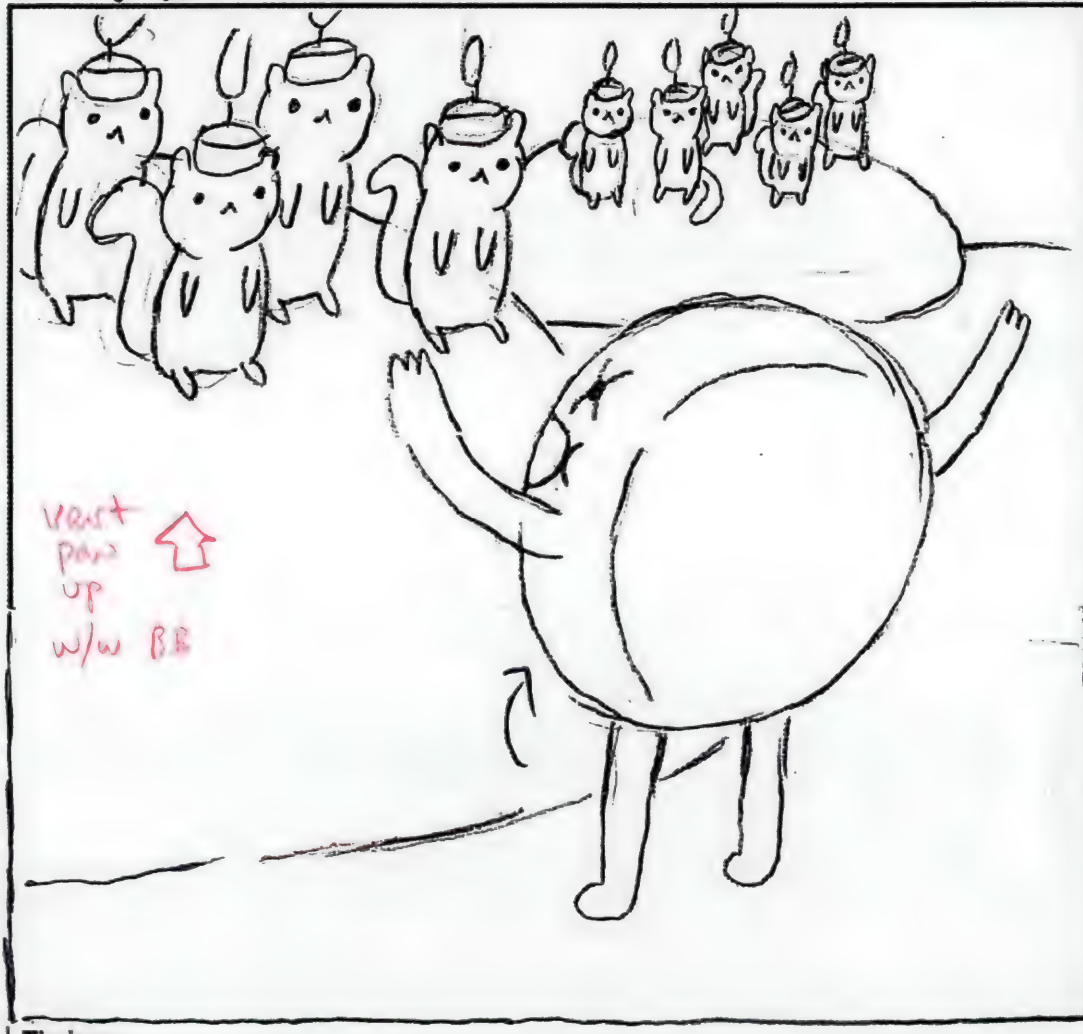
day night

Sc.

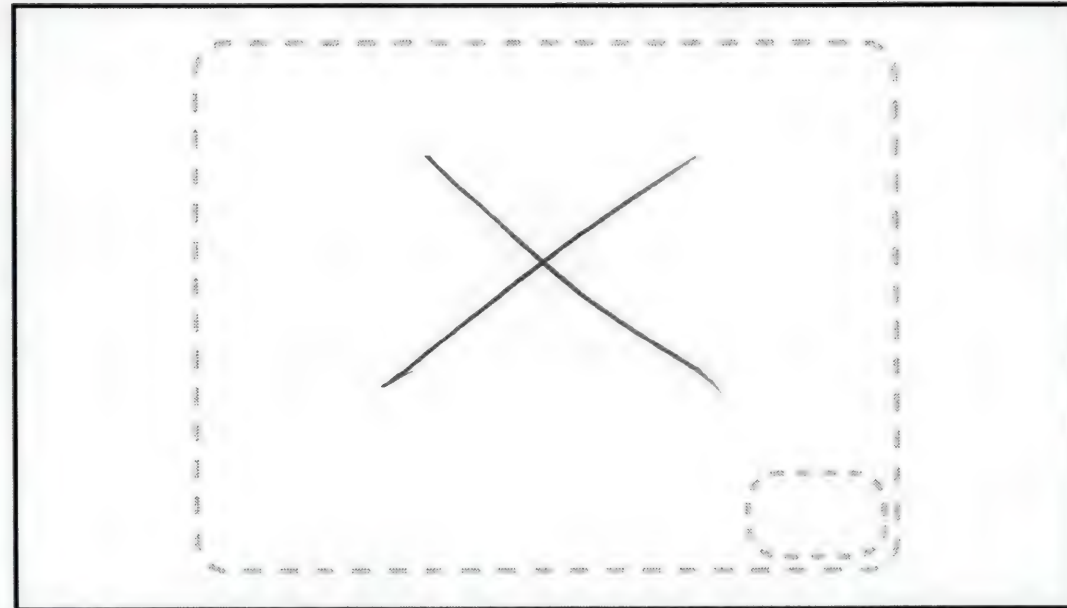
Pnl.

Bg.

day night



Timing:



(BB): ALL HAIL THE CHIPMUNK KING!

- BB STANDS
- ADJ W/ BB

NOV 12 2015

EPISODE # 1034-240

Production:

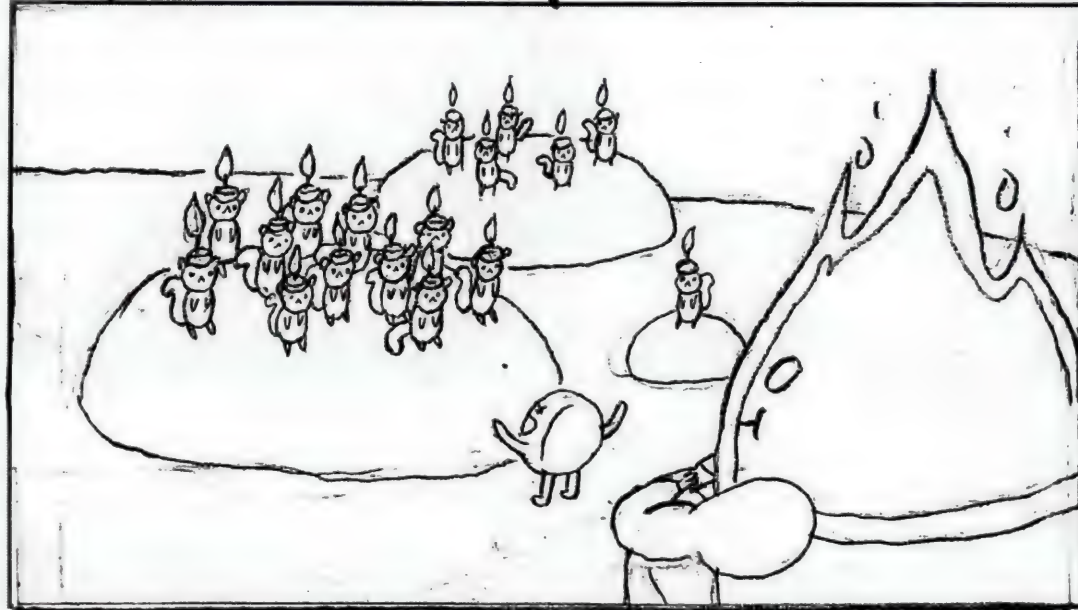


# ADVENTURE TIME

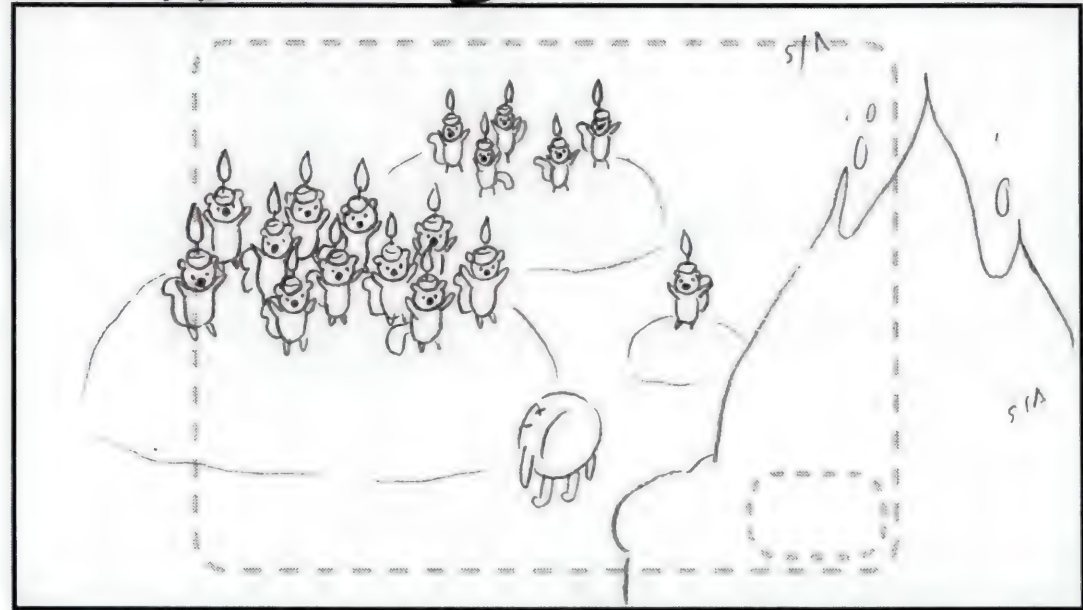


Page **238**

Sc. **146** Pnl. **A** Bg. day night



Sc. **146 cont** Pnl. **B** Bg. day night



Dialog:

CHIPMUNKS : - ALL HAIL THE CHIPMUNK KING !

Action:

- CHIPMUNKS RAISE THEIR HANDS  
- BB PUTS HER ARMS DOWN

NOV 12 2015

Timing:

EPISODE # 1034/240

Production:

1034/240

1034/240

1034/240

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# ADVENTURE TIME



Page **239**

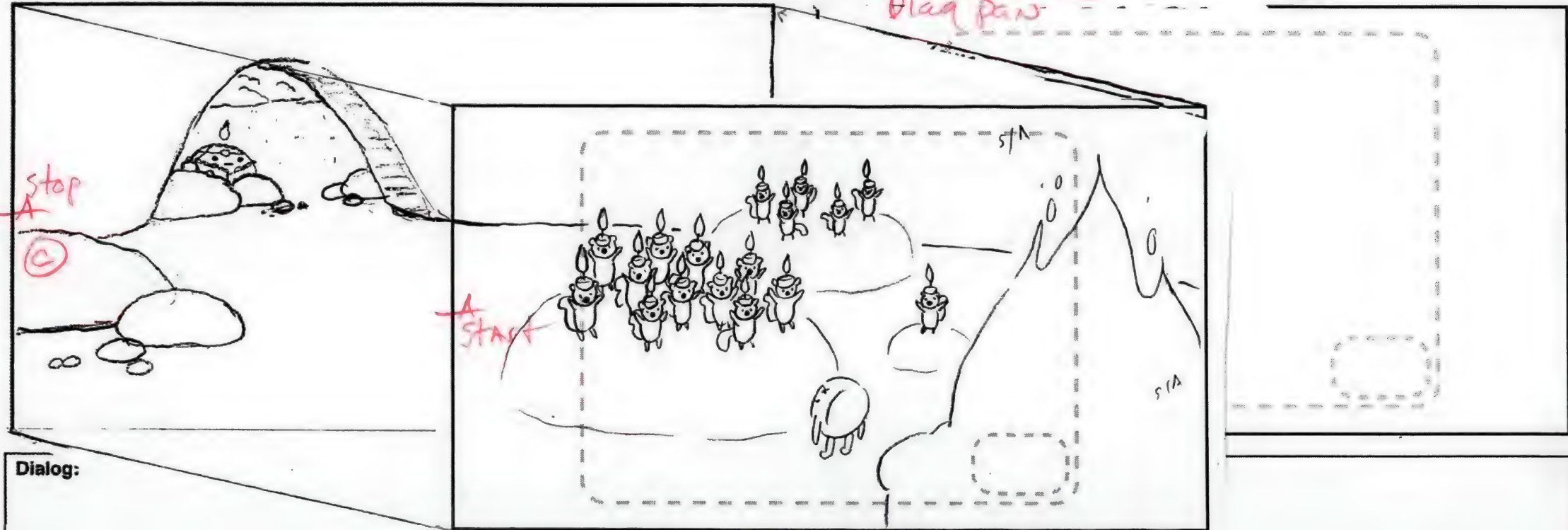
Sc. **146 cont** Pnl.

Bg.

day night

Bg.

day night



Dialog:

CHIPMUNKS: ALL HAIL THE CHIPMUNK KING!

Action: - PAN LEFT TO CB AT CAVE ENTRANCE

NOV 12 2015

Timing:

EPISODE # 1034-240

1034/240

Production:

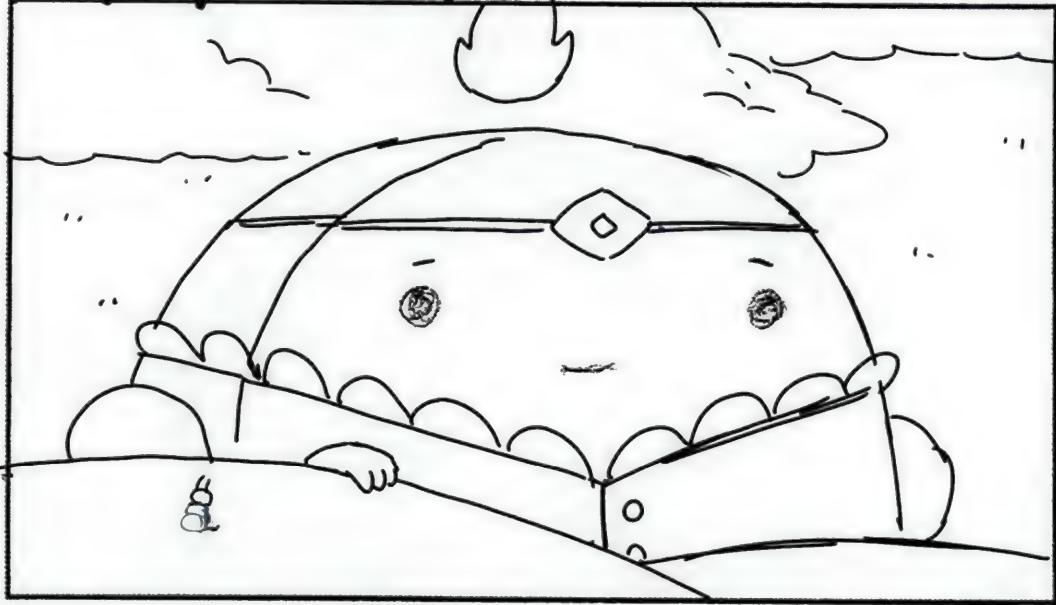
1034/240



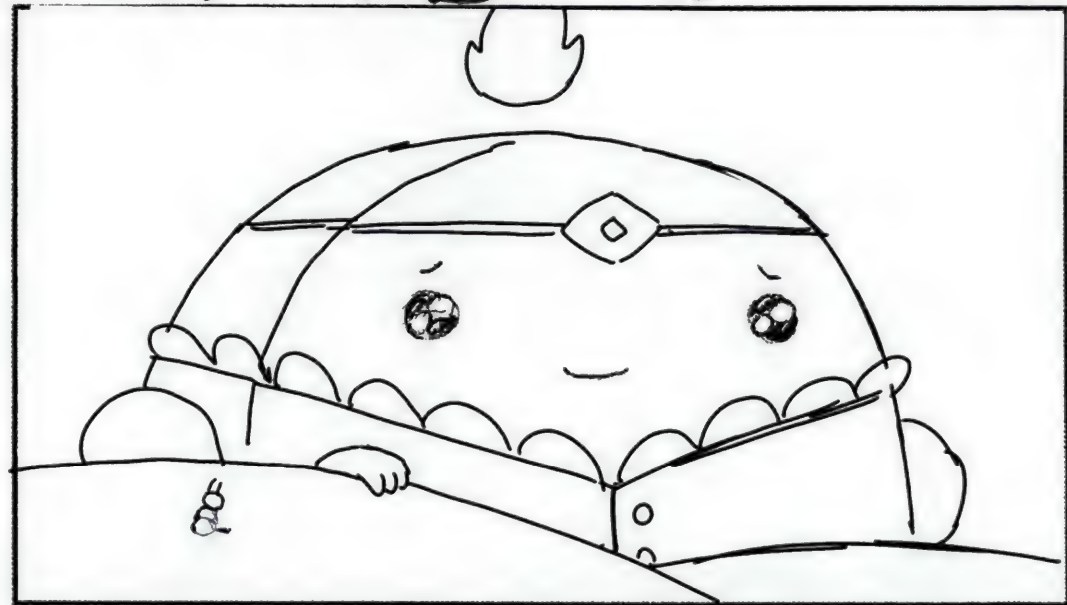
# ADVENTURE TIME



Sc. **147** Pnl. **A** Bg. day night

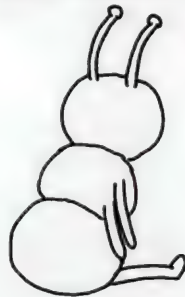


Sc. **147 cont.** Pnl. **B** Bg. day night



Dialog:	(INTERNAL) (C0): BUNBUN, YOU'RE GONNA DO GREAT HERE.	(C0): CAUSE YOU'RE BRILLIANT--
Action:		
Timing:		

ANT DETAIL:



Pos  
A

NOV 12 2015

Page **240**

EPISODE # 1034-240

Production:

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# ADVENTURE TIME



Page **241**

Sc. **147 cont. C** Pnl. **C**

Bg.

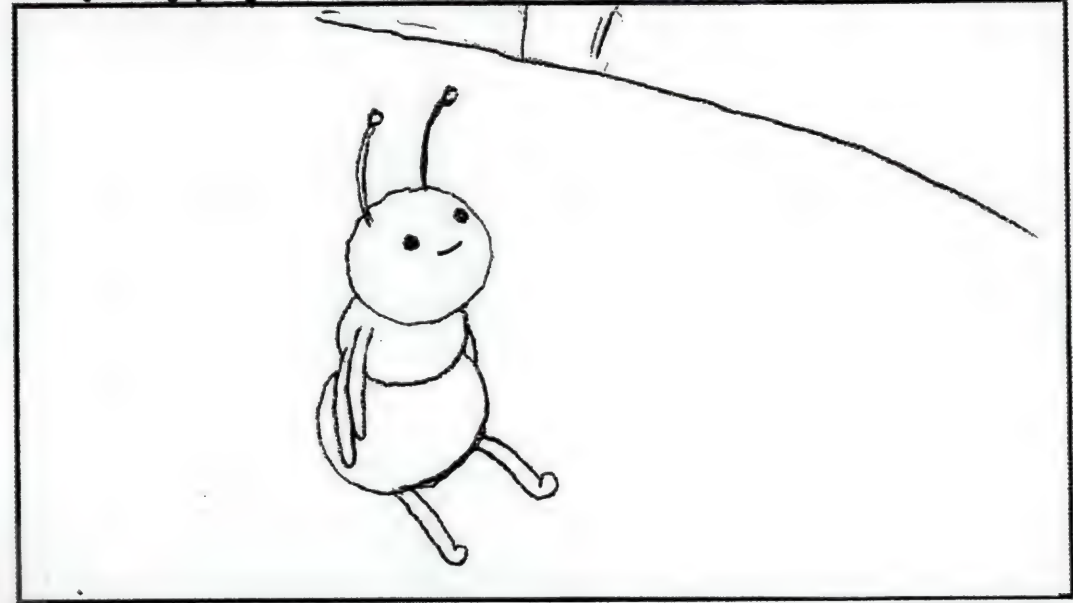
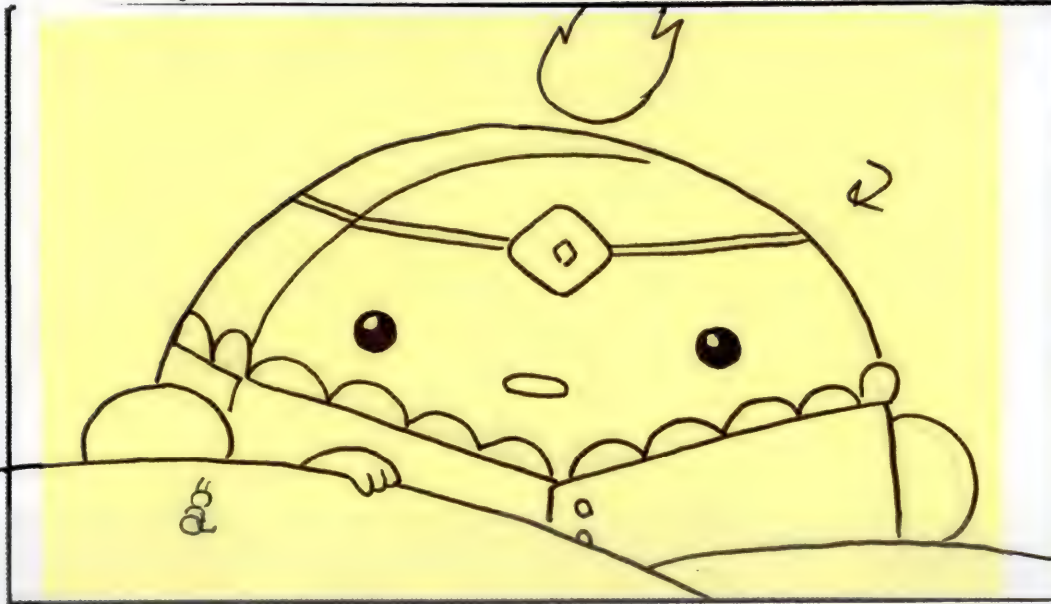
day night

Sc. **147A**

Pnl. **A**

Bg.

day night



Dialog:

**(CB)** : THANKS FOR  
HELPING ME UP

Action:

- CB LOOKS DOWN AT ANT.

- ANT GIVES THUMAS  
UP

Timing:

NOV 12 2015



EPISODE # 1034/240

1034/240

1034/240

1034/240



1034/240

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# ADVENTURE TIME



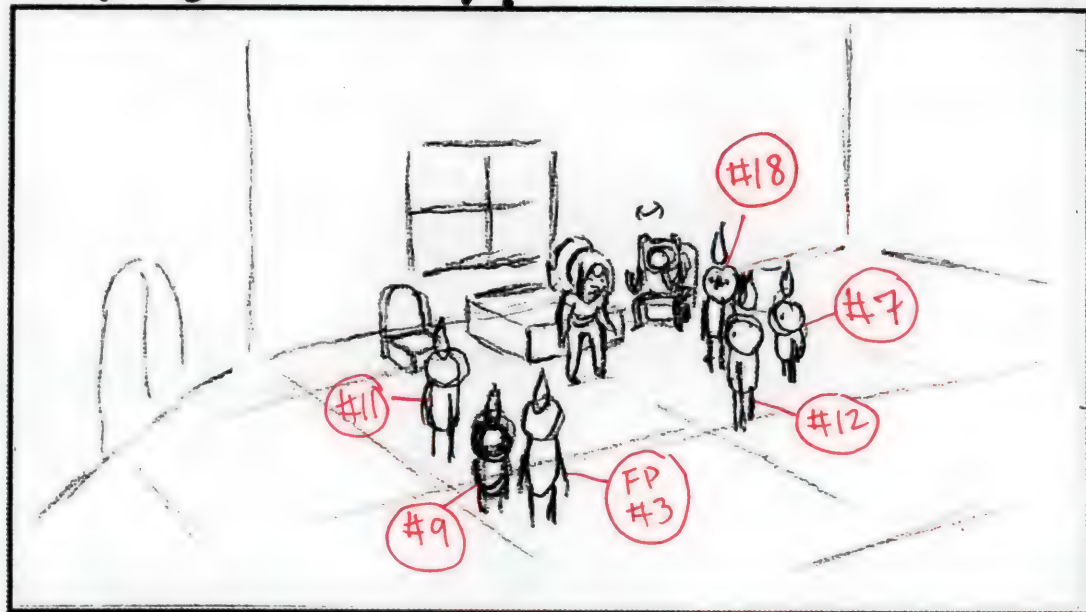
Page **242**

Sc. **148**

Pnl. **A**

Bg.

day night



Sc. **149**

Pnl. **A**

Bg.

day night



EPISODE # 1034-240

1034/240

Dialog:

**P:** ( BEATBOXING )  
THRU SCENE

Action:

- FA GROOVIN  
- CROWD GATHERING

- FA FEELIN THE  
BEAT  
①, ②, ①, ②, ①

Timing:

NOV 12 2015



1034/240

1034/240

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# ADVENTURE TIME



Sc. 149 cont Pnl. B

Bg.

day night



Sc. 149 cont Pnl. C

Bg.

day night



Dialog:

(FP): (RAPPING)  
FINN →

(FP)

THE HUMAN

Action:

Timing:

NOV 12 2015

Page 243

EPISODE # 1034-240

Production:

1034/240

1034/240



# ADVENTURE TIME



Sc. 149 cont Pnl. D

Bg.

day night



Sc. 149 cont Pnl. E

Bg.

day night



Page 244

EPISODE # 1034-240

1034/240

Dialog:

(FP) : ① HE  
② WEARS ① A BEAR ①  
② HAT

Action:

Timing:



(FP) : SOME DAY ①  
HE'LL BE ②  
OLD AND FAT ①

- ①, ②, ①

NOV 12 2015



1034/240

1034/240

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# ADVENTURE TIME



Sc. 149 cont Pnl. F

Bg.

day night



Sc. 149 cont Pnl. G

Bg.

day night



Dialog:

(FP) = UNLESS HE IS  
IMMORTAL

(FP) = OR A TURTLE

Action:

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240



1034/240

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# ADVENTURE TIME



Sc. 149 CONT Pnl. H

Bg.

day night

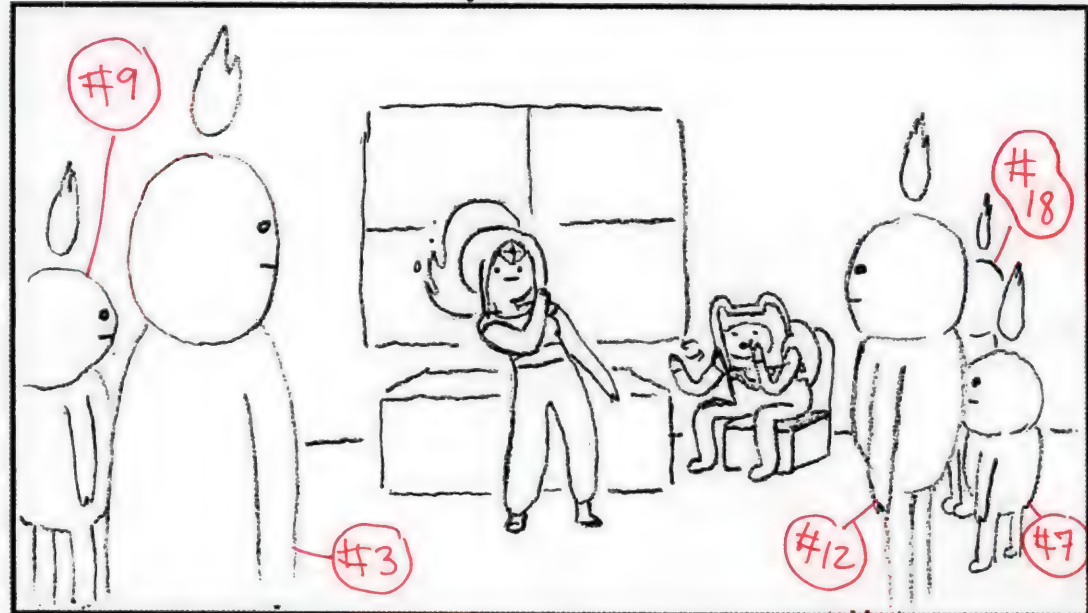


Sc. 150

Pnl. A

Bg.

day night



Dialog:

(FP) = . . .

Action:

Timing:

BEAT

NOV 12 2015



Page 240

EPISODE # 1034/240

1034/240

1034/240

# ADVENTURE TIME



Sc. 150 cont Pnl. B

Bg.

day night

Sc. 150 cont Pnl. C

Bg.

Page

247

day night



Dialog:

(FP) CAUSE TURTLES  
ALWAYS LOOK OLD -

(FP) : 0000UH

Action:

Timing:

NOV 12 2015

EPISODE # 1034/240

Production:

1034/240

1034/240



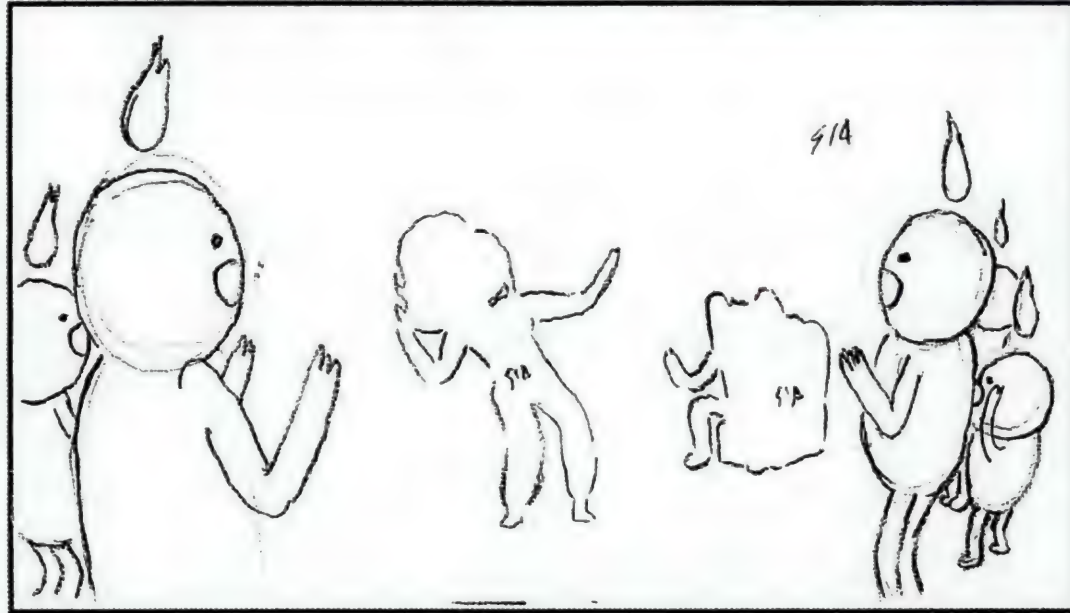
# ADVENTURE TIME



Sc. **150 cont** Pnl. **D**

Bg.

day night

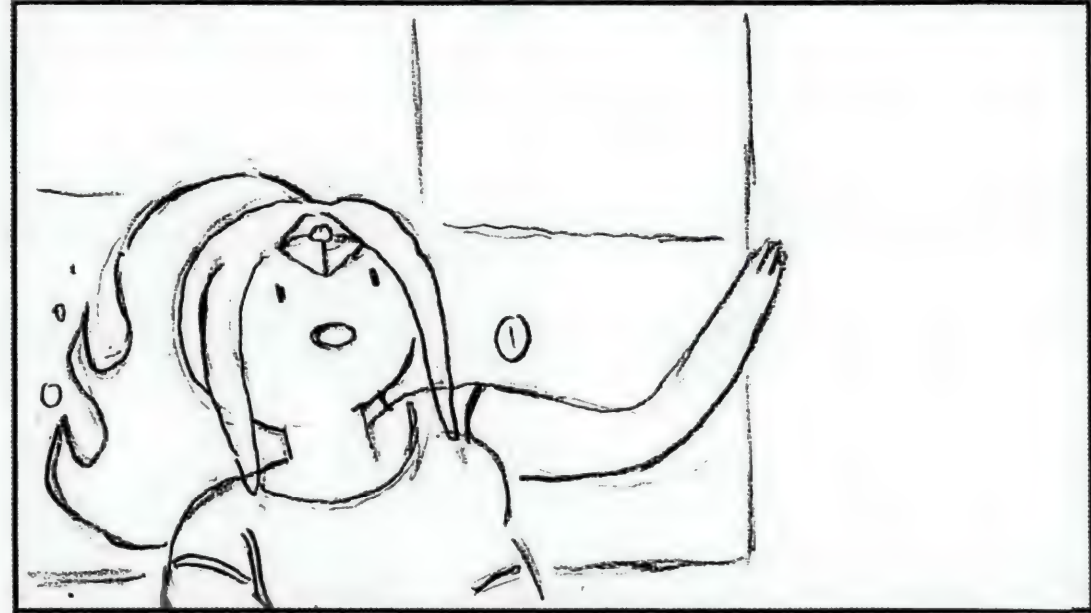


Sc. **151**

Pnl. **A**

Bg.

day night



Dialog:

FIRE PEOPLE: (CHEERS / OOHHS)

(FP) : TURTLES GOT →

Action:

Timing:

NOV 12 2015



1034/240

1034-240

EPISODE #

1034/240

# ADVENTURE TIME



Page **249**

Sc. **151 cont** Pnl. **B**

Bg.

day night



Sc. **151 cont** Pnl. **C**

Bg.

day night



Dialog:

Ⓟ = TOLD

Ⓟ = ① BY ME-② PHOEBE!

Action:

Timing:

NOV 12 2015



EPISODE # **1034-240**

1034/240

1034/240



# ADVENTURE TIME



Sc. **151 CONT** Pnl. **D**

Bg.

day night



Sc. **151 CONT** Pnl. **E**

Bg.

day night



Dialog:

ⒻⒶ = PURE GOLD!

Action:

NOV 12 2015

Timing:

Page **250**

EPISODE # 1034-240

Production:

1034/240

1034/240

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# ADVENTURE TIME

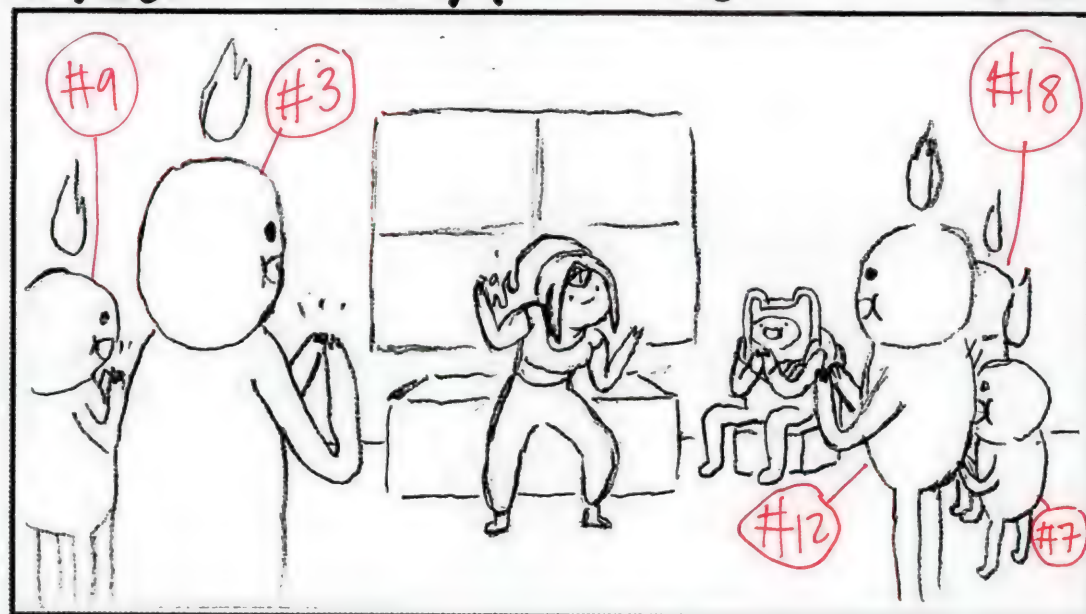


Sc. **152**

Pnl. **A**

Bg.

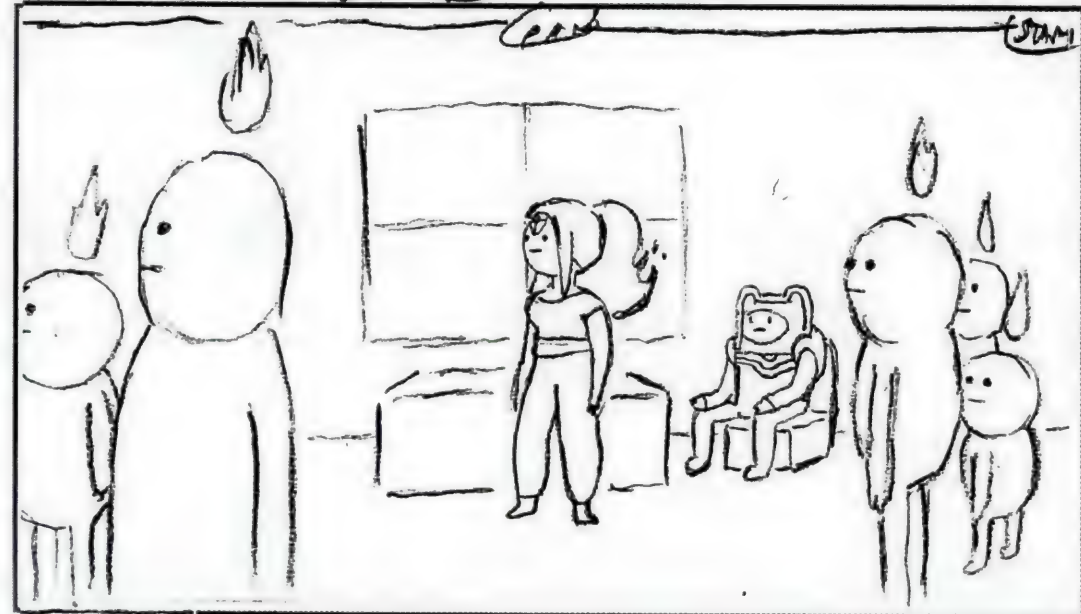
day night



Sc. **152 cont** Pnl. **B**

Bg.

day night



Dialog:

FIRE PEOPLE : [CHEERS + APPLAUSE]

SFX : (DOOR BUSTING)  
OPEN

Action:

- EVERYONE CLAPPING

- EVERYONE LOOKS

Timing:

NOV 12 2011

EPISODE # 1034/240

Production:

1034/240



1034/240

# ADVENTURE TIME



Page **252**

Sc. **152 cont** Pnl. **C**

Bg.

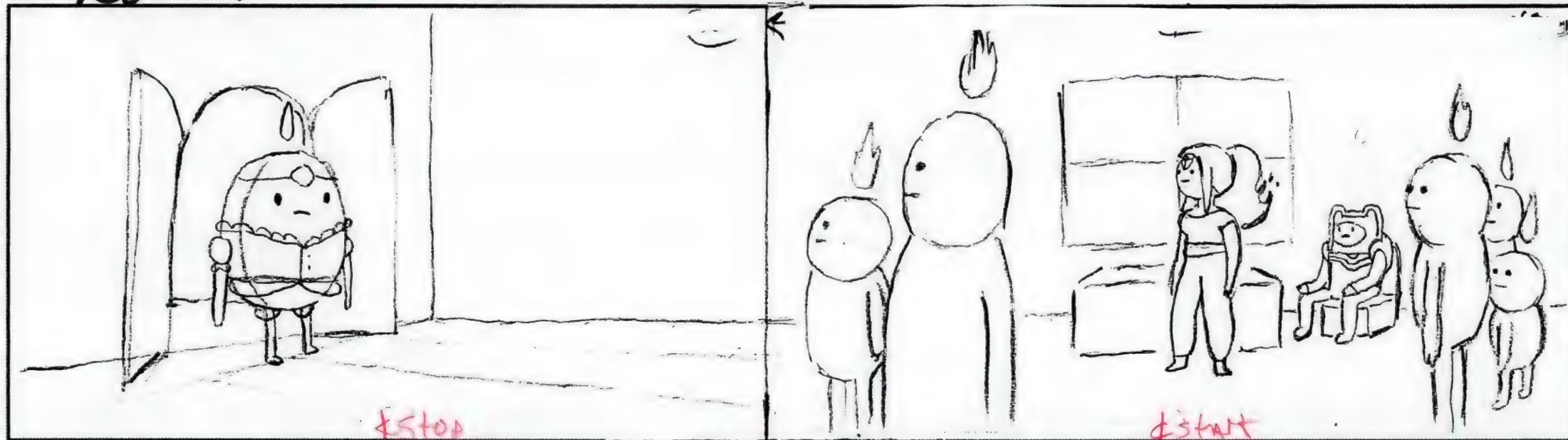
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

PAN LEFT TO CINNAMON BUN.

Timing:

NOV 12 2015

EPISODE # 1031-240

1034/240

Production:

1034/240

# ADVENTURE TIME



Page **253**

Sc. **152 cont** Pnl. **D**

Bg.

day night



Sc. **152 cont** Pnl. **E**

Bg.

day night



EPISODE # 1034-240

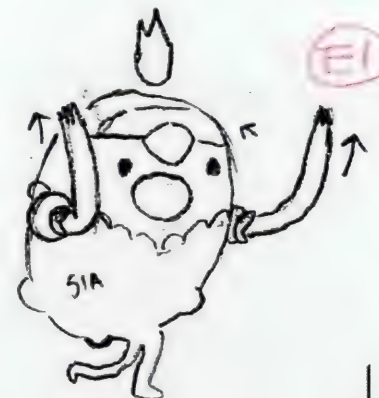
1034/240

**Dialog:**  
 (CB): GUESS WHO'S ①  
 BACK IT'S ②

**Action:**  
 - CB STRUTS  
 FORWARD TO  
 RHYTHM

**Timing:**

(CB): CINNAMON ③  
BUN ④



NOV 12 2015

Produc.

1034/240



# ADVENTURE TIME



Sc. **153**

Pnl. **A**

Bg.

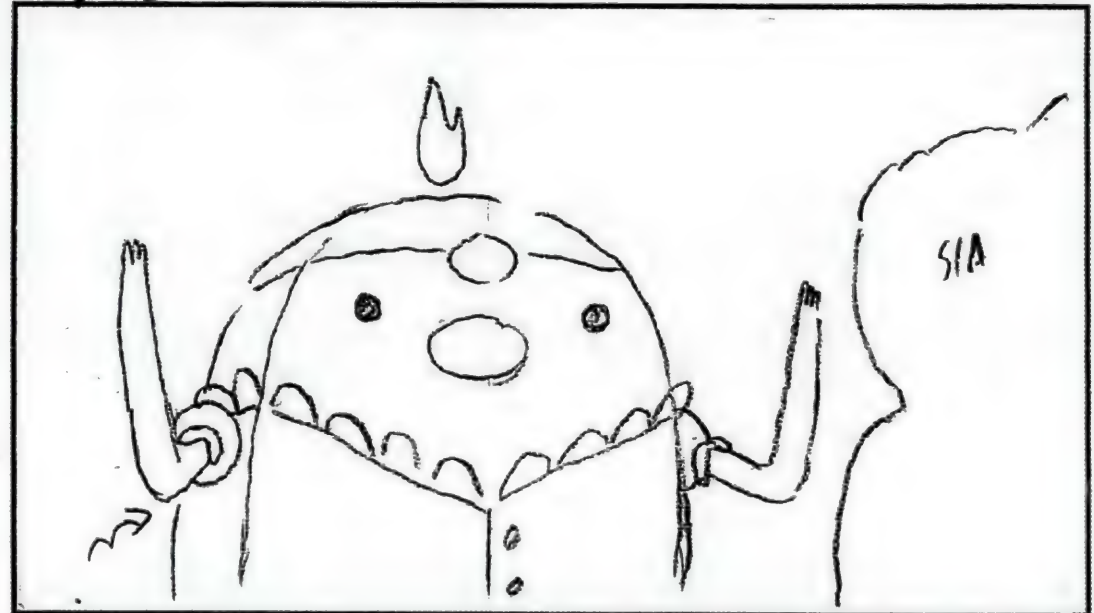
day night



Sc. **153 CONT** Pnl. **B**

Bg.

day night



Page **254**

Dialog:

**(CB)**: BUN BUN →

**(CB)**: told me how to  
HAVE →

Action:

- CB WALKS INTO  
FRAME W/ ARMS UP

- CB WALKS UP TO FP

Timing:



NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Sc. **153 CONT** Pnl. **C**

Bg.

day night

Sc. **153 CONT** Pnl. **D**

Bg.

day night



Dialog:

**CB**: FUN

**CB**: A-GAIN!

Action:

— CB THROWS DOWN HANDS

— CB THROWS UP HANDS

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:



1034/240

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# ADVENTURE TIME



Page **256**

Sc. **153 cont** Pnl. **E**

Bg.

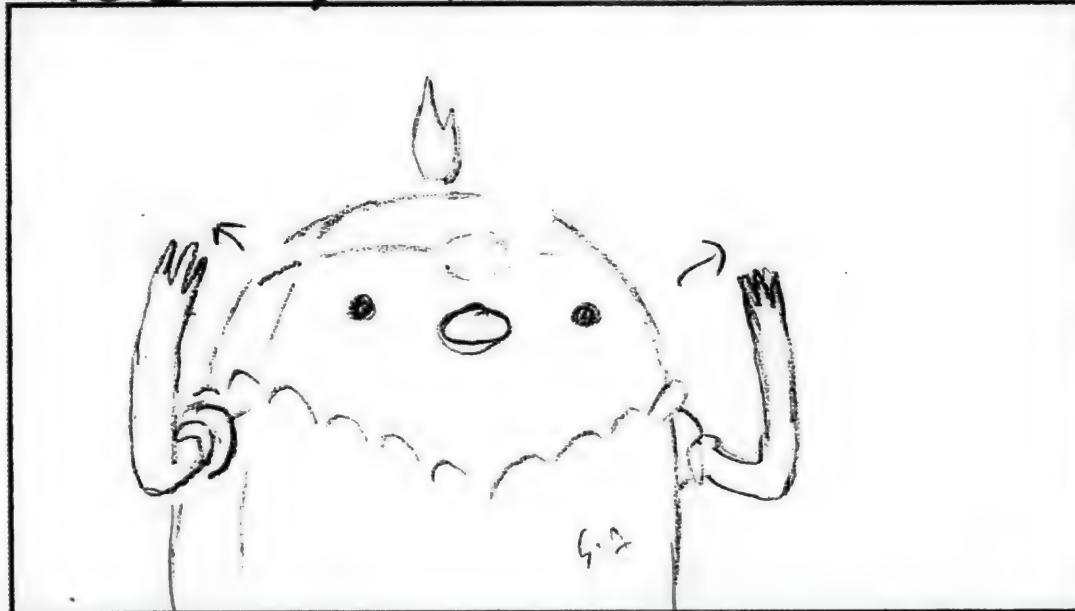
day night



Sc. **153 cont** Pnl. **F**

Bg.

day night



Dialog:

**CB**: ALSO —

Action:

Timing:

**CB**: SHE 'LET'  
OUT THE OLD



NOV 12 2015

EPISODE # 1034-240

1034/240

1034/240

1034/240

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ADVENTURE TIME



Page 257

Sc. 153 CONT Pnl. G

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



1034/240

EPISODE #

1034/240

Dialog:

CB: KING

Action:

- CB THROWS DOWN HANDS

Timing:

NOV 12 2015

Production:

1034/240



# ADVENTURE TIME



Sc. **154 cont** Pnl. **B**

Bg.

day night

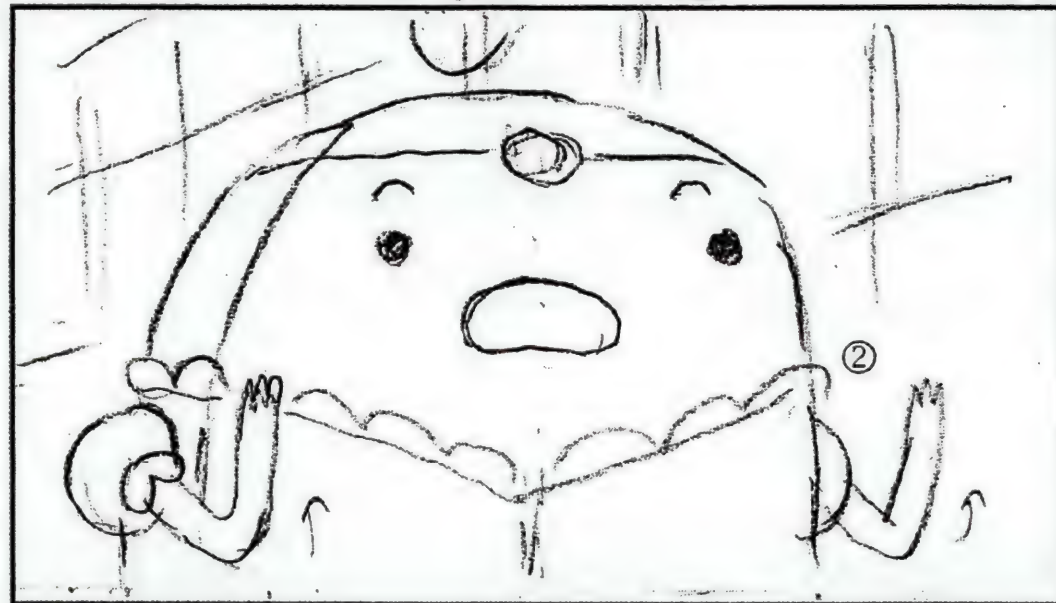


Sc. **155**

Pnl. **A**

Bg.

Page **258**  
day night



Dialog:

**FP/F: WHAAT??**

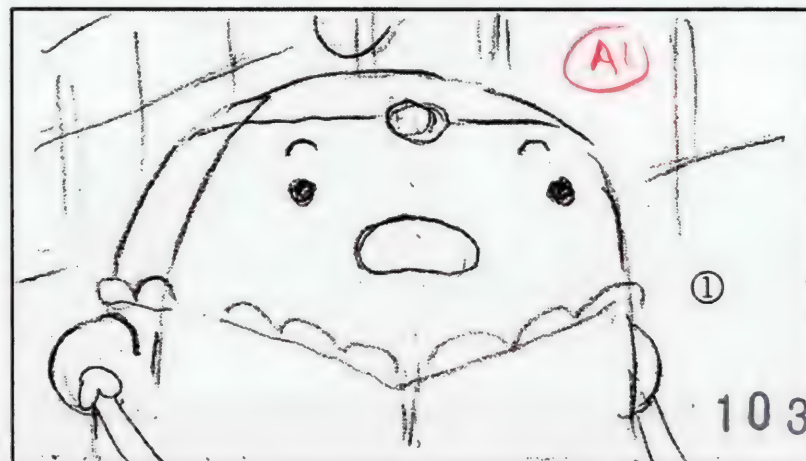
**CS NO NO IT'S OKAY,  
HE'S IN A chipmonk cave.**

NOV 12 2015

Action:

**- FP THROWS FORWARD  
- F JUMPS OUT OF CHAIR**

Timing:



EPISODE # **1034-240**

Production:

1034/240

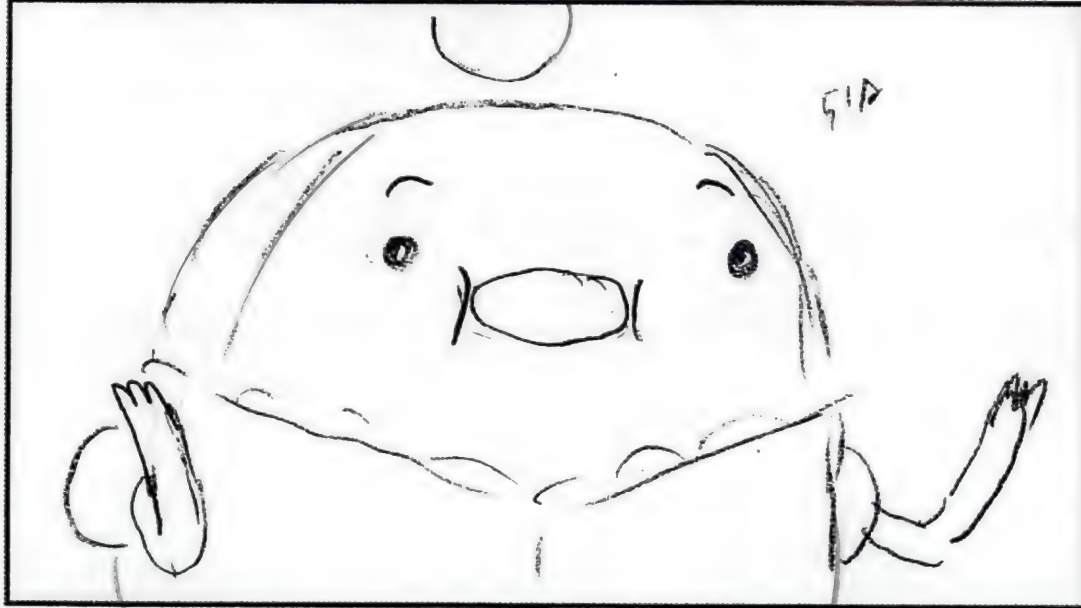
# ADVENTURE TIME



Sc. 155 cont Pnl. B

Bg.

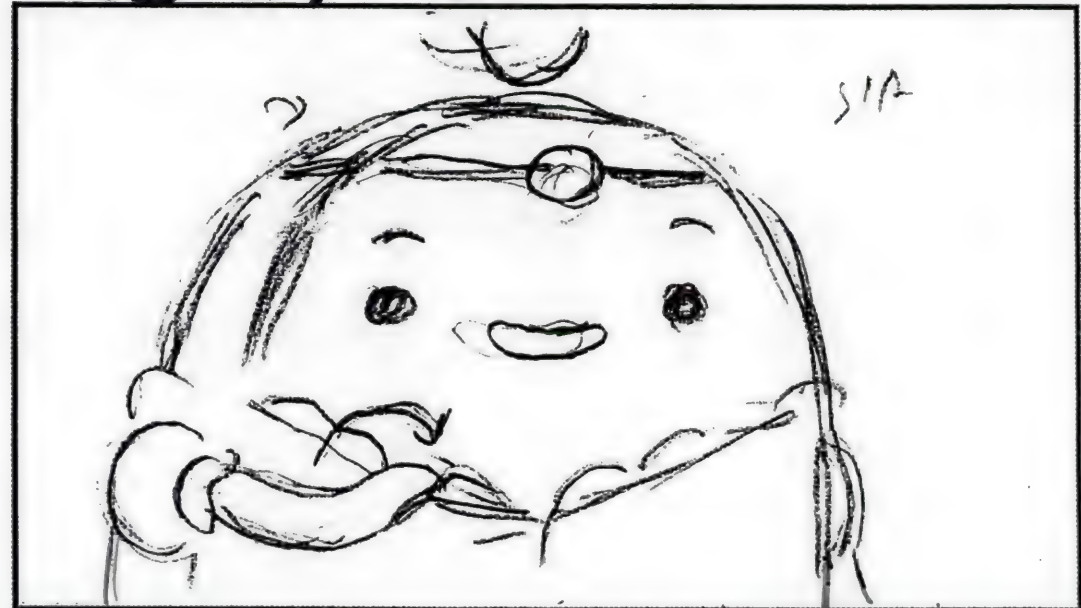
day night



Sc. 155 cont Pnl. C

Bg.

day night



Page 259

Dialog:

(CB) ITS NICE.

Action:

- CB REACHES INTO TUNIC.

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

1034/240

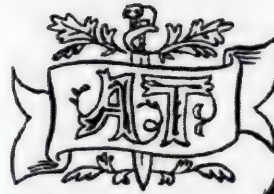
1034/240



1034/240

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# ADVENTURE TIME

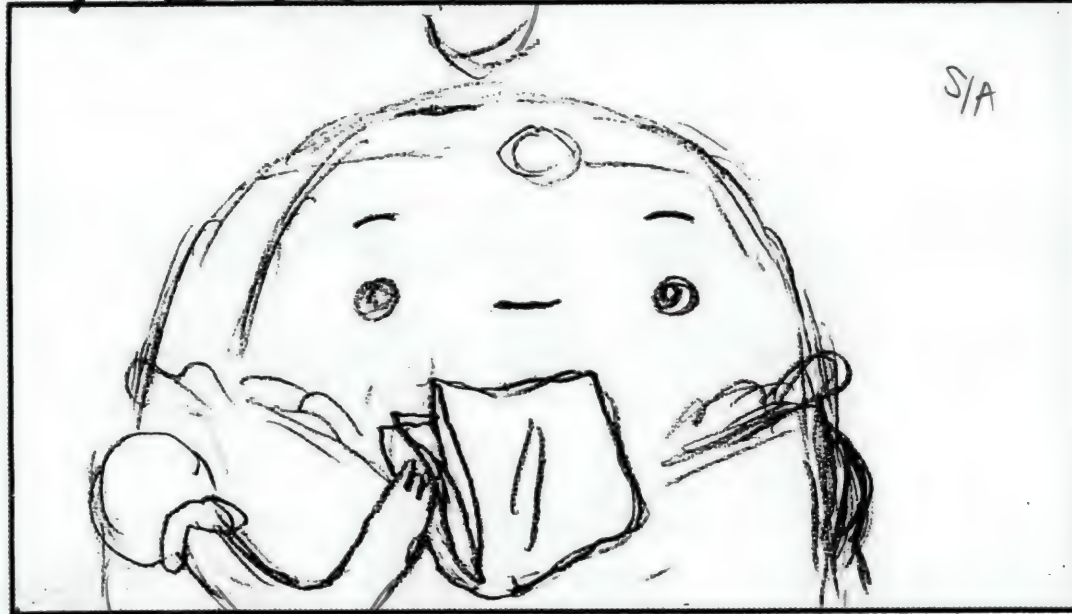


Page 260

Sc. 155 cont Pnl. D

Bg.

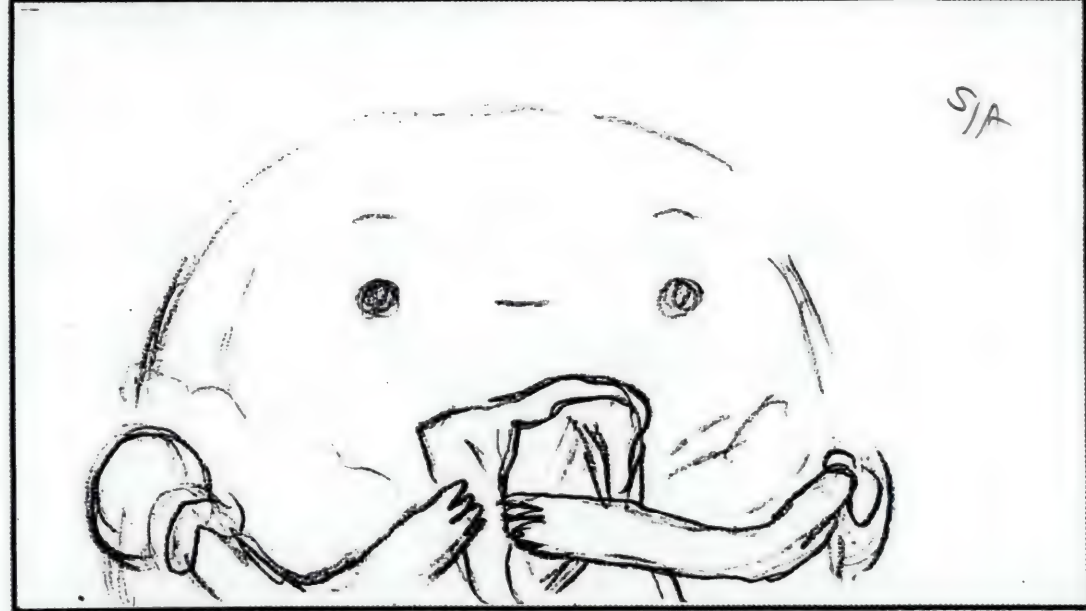
day night



Sc. 155 cont Pnl. E

Bg.

day night

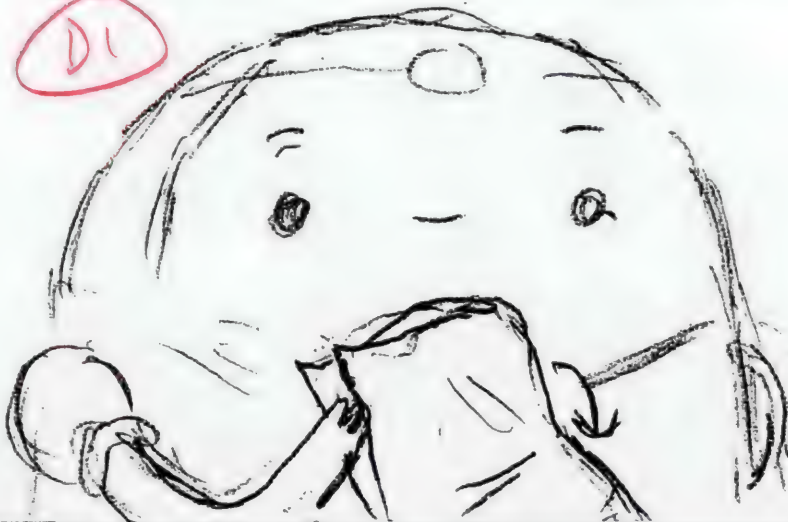


Dialog:

Action:

- CB PULLS  
OUT NAPKIN

Timing:



- CB UNFOLDS DRAWING

NOV 12 2015

EPISODE # 1034/240

Production:

1034/240

1034/240

# ADVENTURE TIME



Page 261

Sc. 155 cont Pnl. F

Bg.

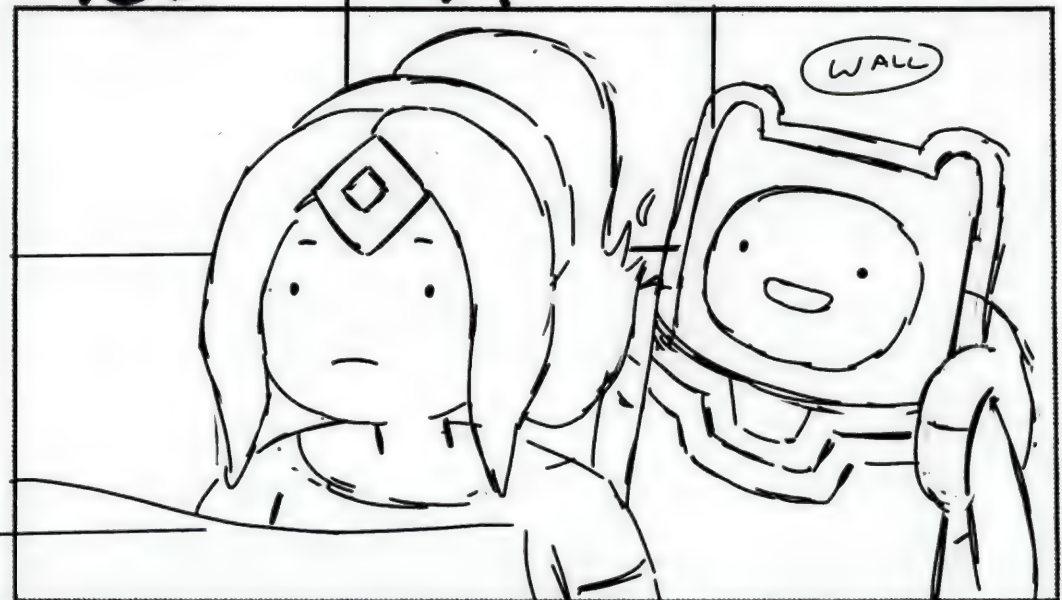
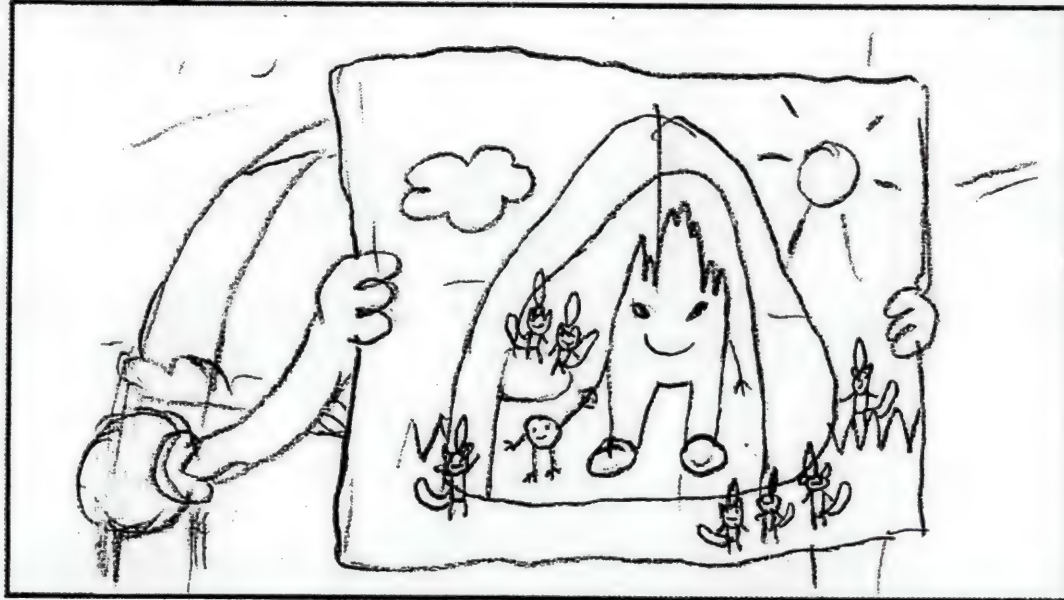
day night

Sc. 156

Pnl. A

Bg.

day night



Dialog:

(CB): SEE ?

(F) = AWW DID  
GUMBUN DRAW  
THAT

Action:

-CS HOLDS UP NAPKIN DRAWING.

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:



1034/240

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# ADVENTURE TIME



Sc. 157

Pnl. A

Bg.

day night



Sc. 157 cont Pnl. B

Bg.

day night



Page 262

Dialog:

Action:

Timing:

CB NO.

-CB XANES BACK  
DRAWING  
STUFFS IN SHIRT

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Sc. **157 cont** Pnl. **C**

Bg.

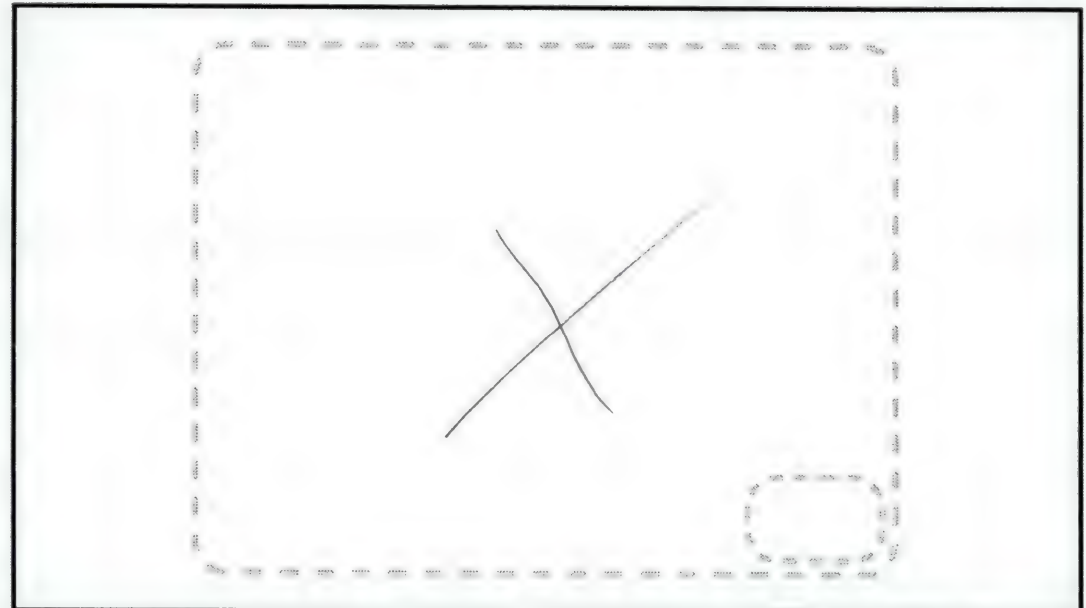
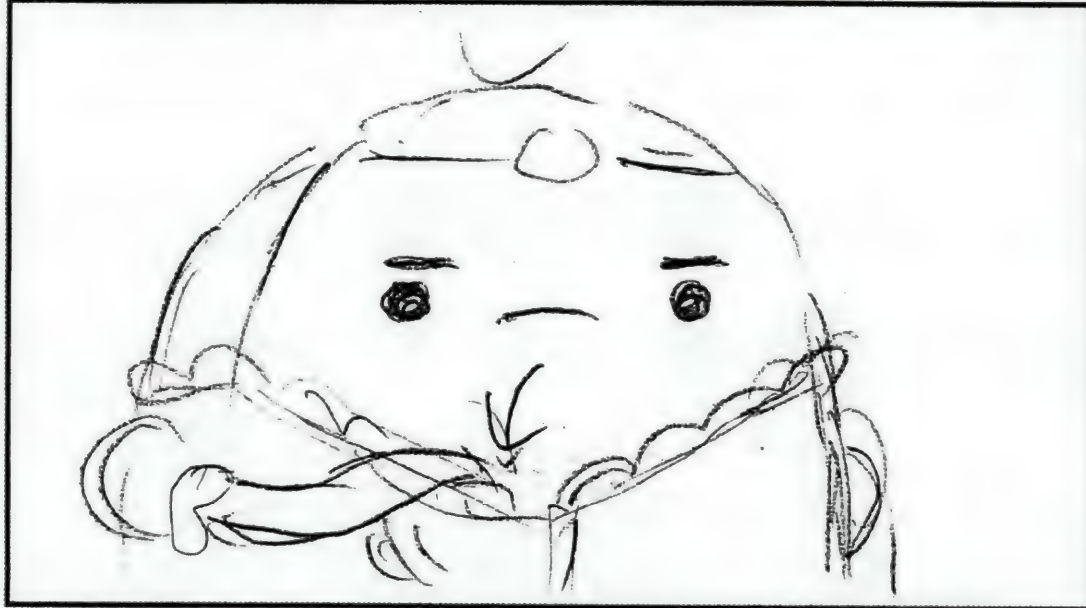
day night

Sc.

Pnl.

Bg.

Pa **263**  
d., night



Dialog:

Action:

- CB STUFFS NAPKIN  
BACK IN HIS SHIRT

NOV 12 2015

Timing:

EPISODE # 1034-240

Production:

1034/240

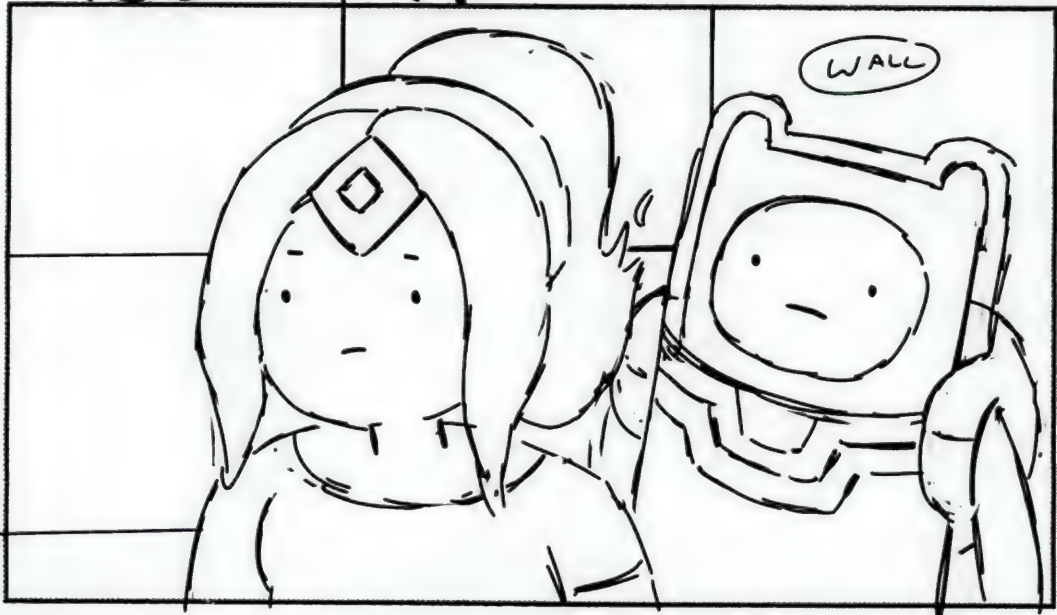
1034/240



ADVENTURE TIME



Sc. **158** Pnl. **A** Bg. day night



Sc. **158 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

FP = (SIGN)

NOV 12 2013

EPISODE # 1034-240

Production:

# ADVENTURE TIME



Sc. 158 cont Pnl. C

Bg.

day night



Sc. 158 cont Pnl. D

Bg.

day night



Dialog:

(P): WE CAN'T JUST  
LET HIM RUN AROUND  
THOUGH RIGHT?

Action:

(F): HOW DO WE KNOW WE  
WONT MURDER ALL THOSE  
CHIPMUNKS?

Timing:

NOV 12

Page 245

EPISODE # 1034-240

Production:

1034/240

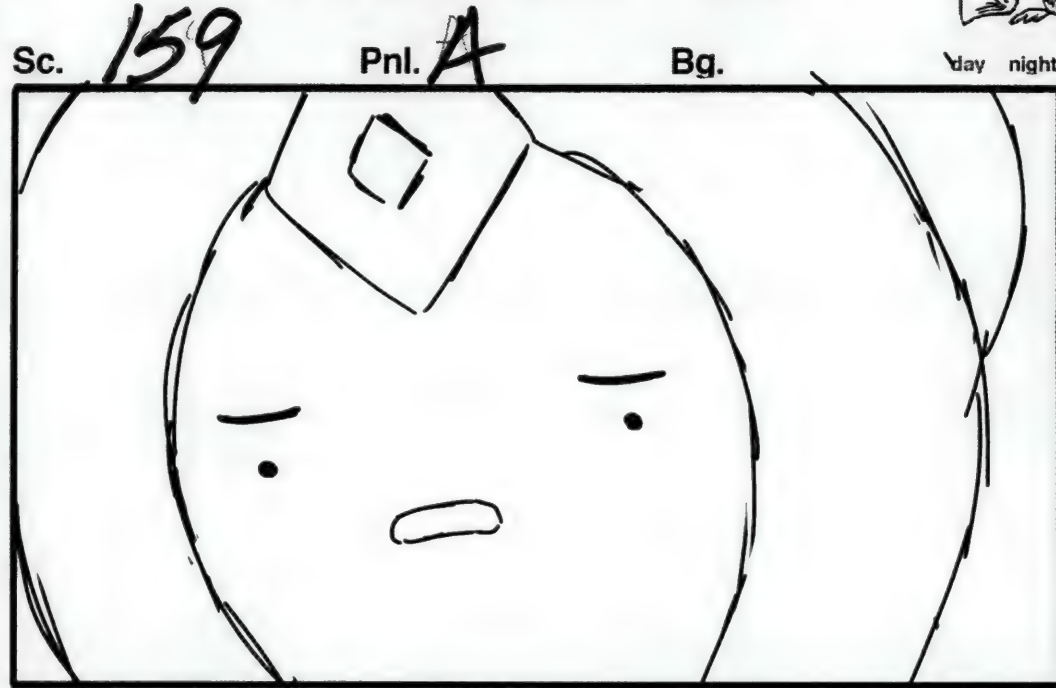
1034/240



# ADVENTURE TIME



Page 266



Dialog:

(FP)

No, HE ALWAYS DID  
LIKE ANIMALS.

(FP)

I WONDER IF THE NEW  
ENVIRONMENT MIGHT HELP BRING  
OUT THAT SOFTER SIDE OF HIM...

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

# ADVENTURE TIME



Page **247**

Sc. **159 cont** Pnl. **C**

Bg.

day night

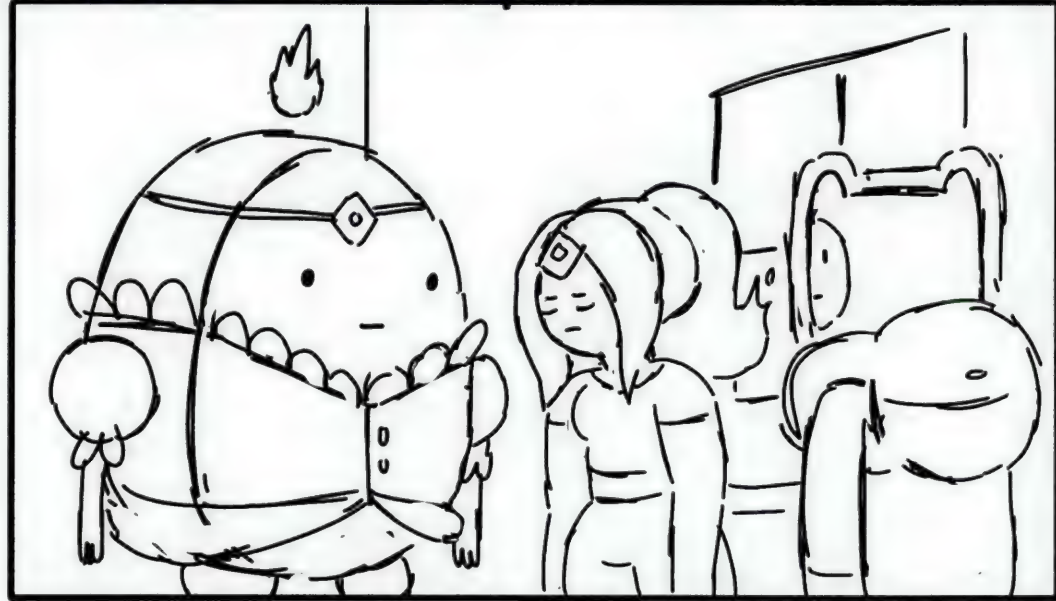


Sc. **160**

Pnl. **A**

Bg.

day night



Dialog:

**(FP):** BEING STUCK IN A  
LAMP SURE WON'T DO IT.

Action:

Timing:

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240



ADVENTURE TIME



Page *268*

Sc. *160 cont.* Pnl. *B*

Bg.

day night

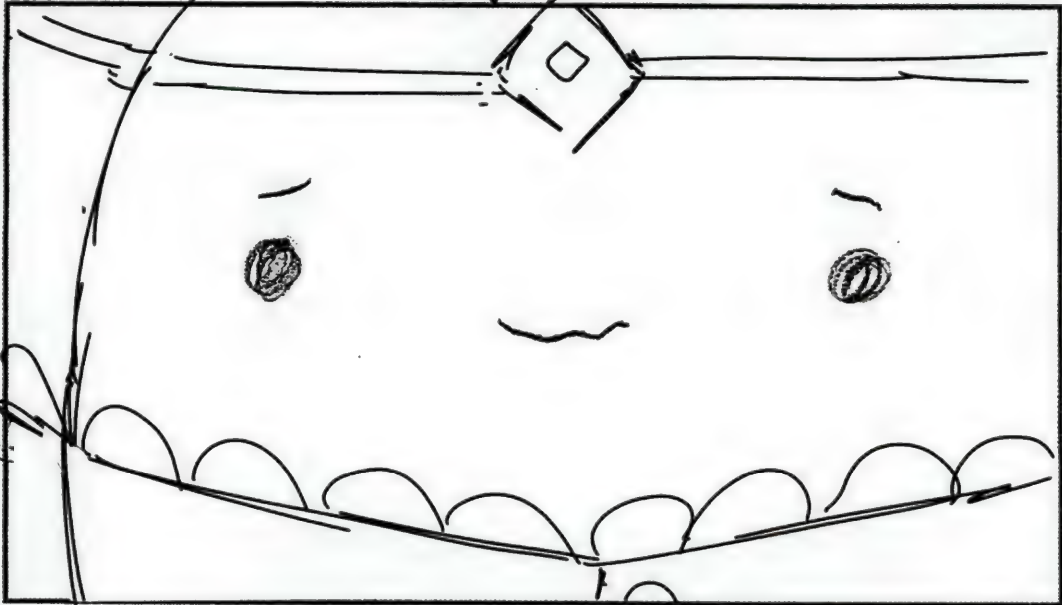


Sc. *161*

Pnl. *A*

Bg.

day night

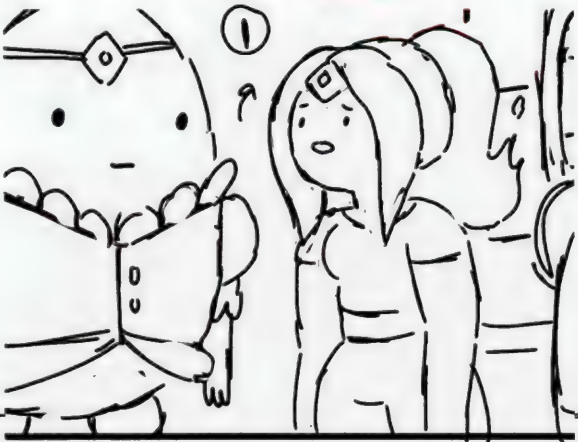


Dialog:

*(FP)*: LET'S LEAVE HIM BE - *(BI)*

Action:

Timing:



*(CB)* (smiles)

NOV 12 2015

EPISODE # 1034-240

Production:

# ADVENTURE TIME



NO SC  
163

Page **269**  
NO PG 270-271  
day night

Sc. **161 cont** Pnl.

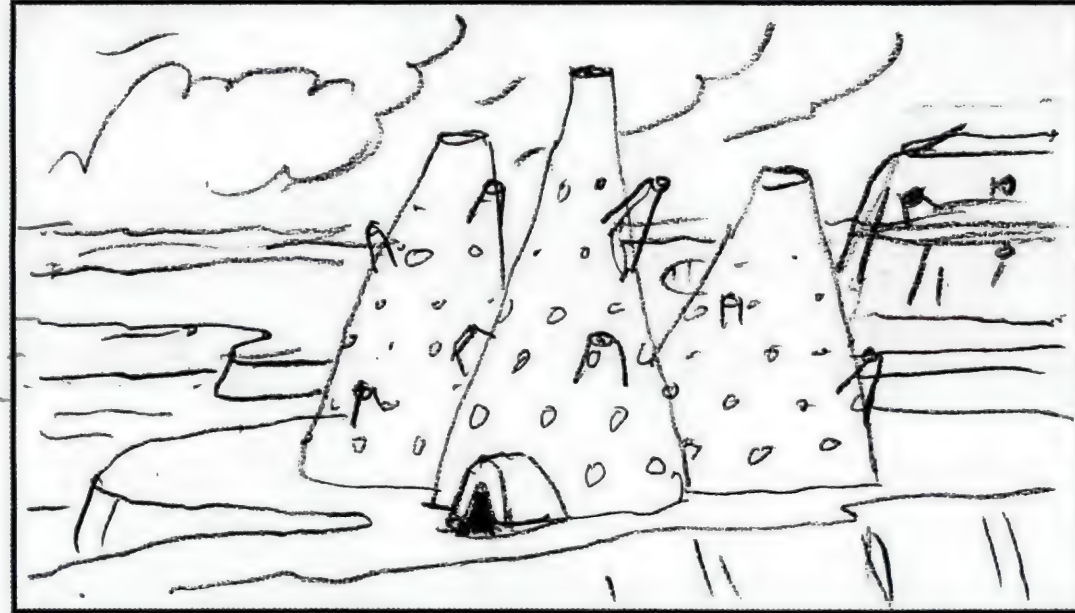
Bg.

day night

Sc. **162**

Pnl. **A**

Bg.



Dialog:
Action:
Timing:

**ADT**  
**- BUILDINGS IN**  
**FIRE KINGDOM**

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

1034/240



No Sc163

# ADVENTURE TIME



Sc. **164**

Pnl. **A**

Bg.

day night

Sc.

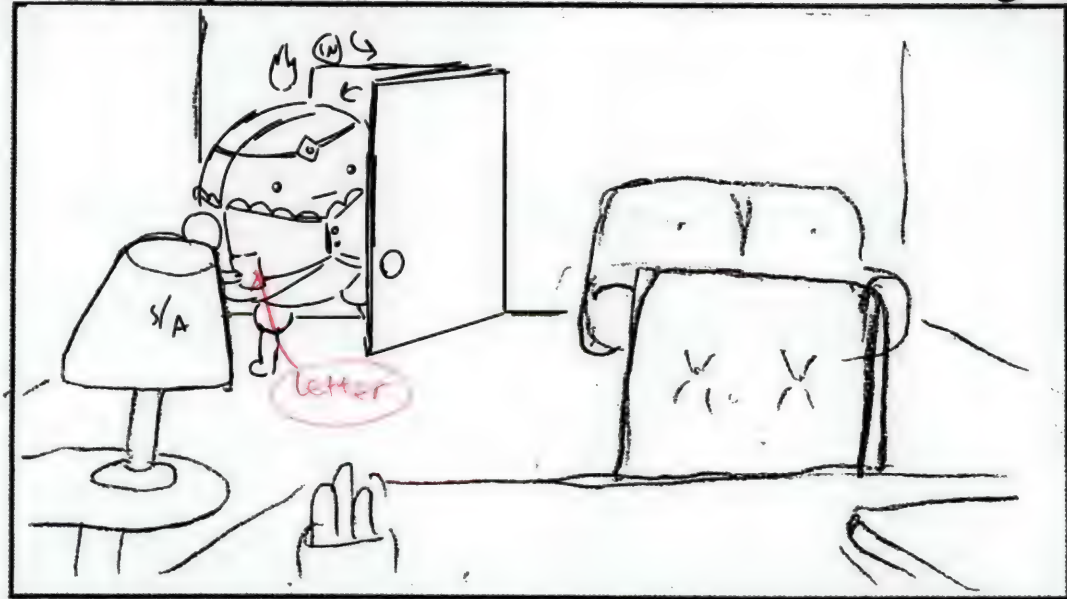
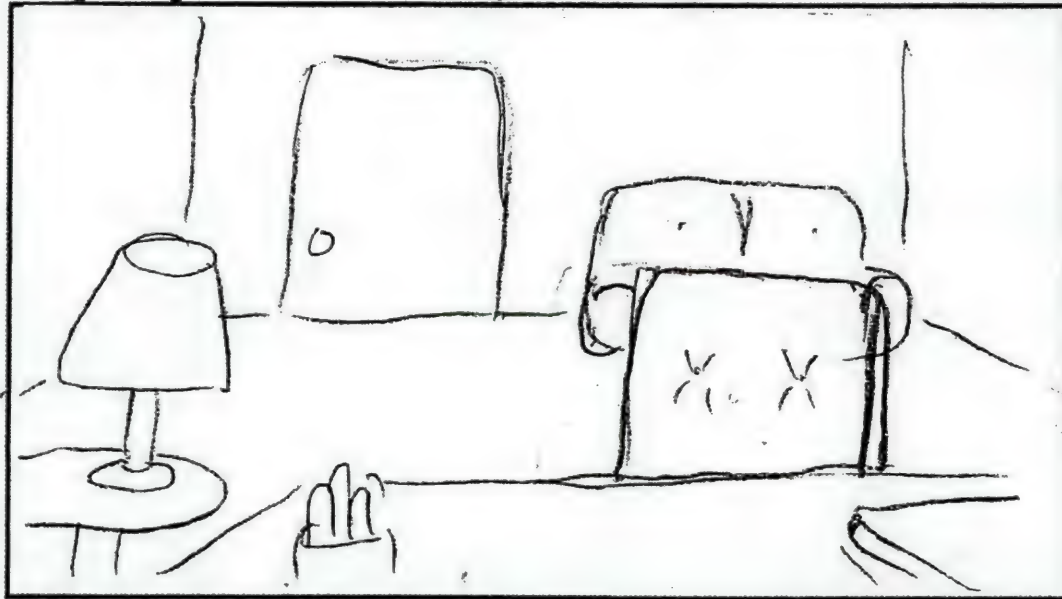
**164 cont. Pnl. B**

Bg.

Page

day

**27**  
**22A NEXT**



Dialog:

Action:

Timing:

SFX: \* CLICK/A

- CB WALKS IN

NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

1034/240

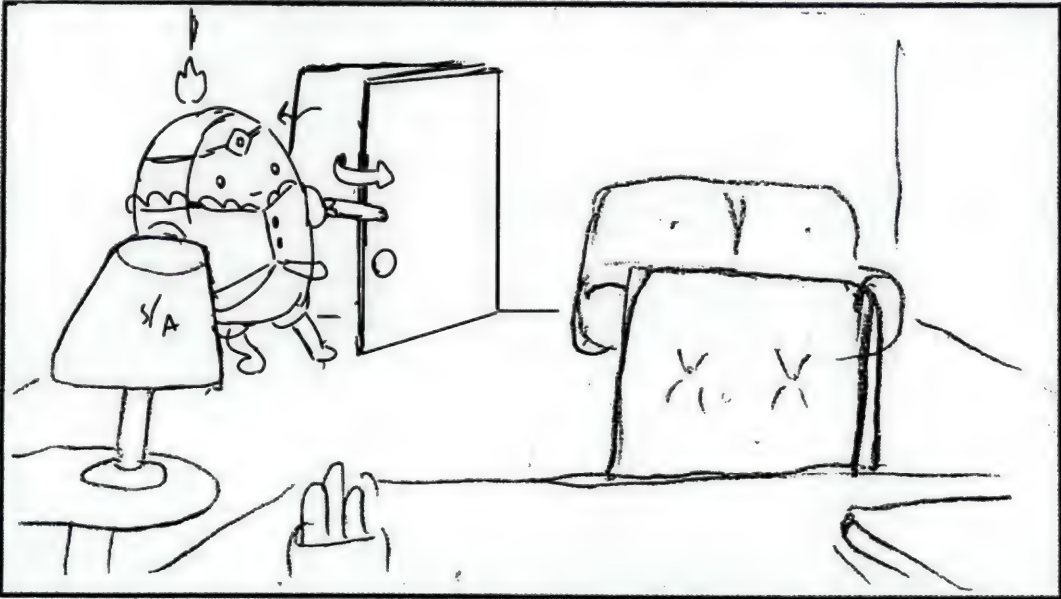
ADVENTURE TIME



Sc. 164 *cont* Pnl. C

Bg.

day night

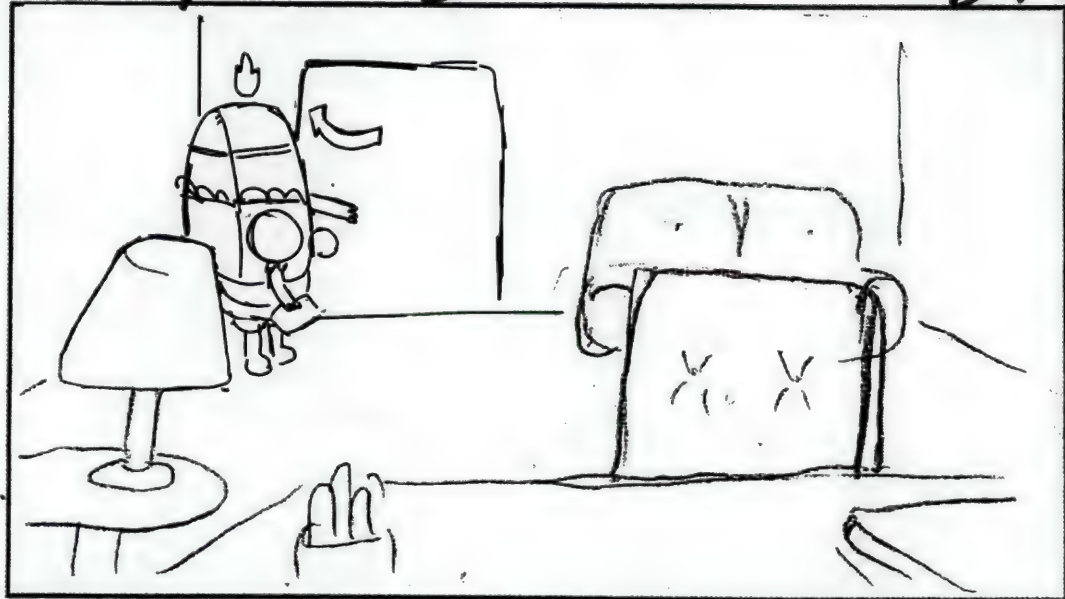


Sc.

*164 cont* Pnl. D

Bg.

Page *273 A*  
*273 NEXT*



Dialog:

Action:

Timing:

- SWT DOOR

NOV 12 2015

EPISODE # 1034-240

Production:



1034/240

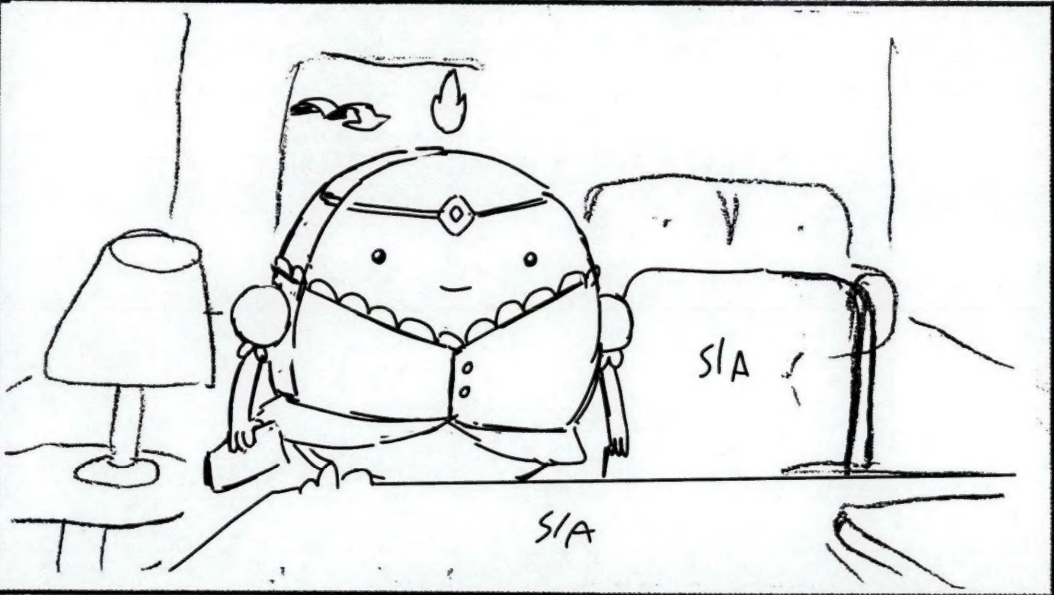
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ADVENTURE TIME

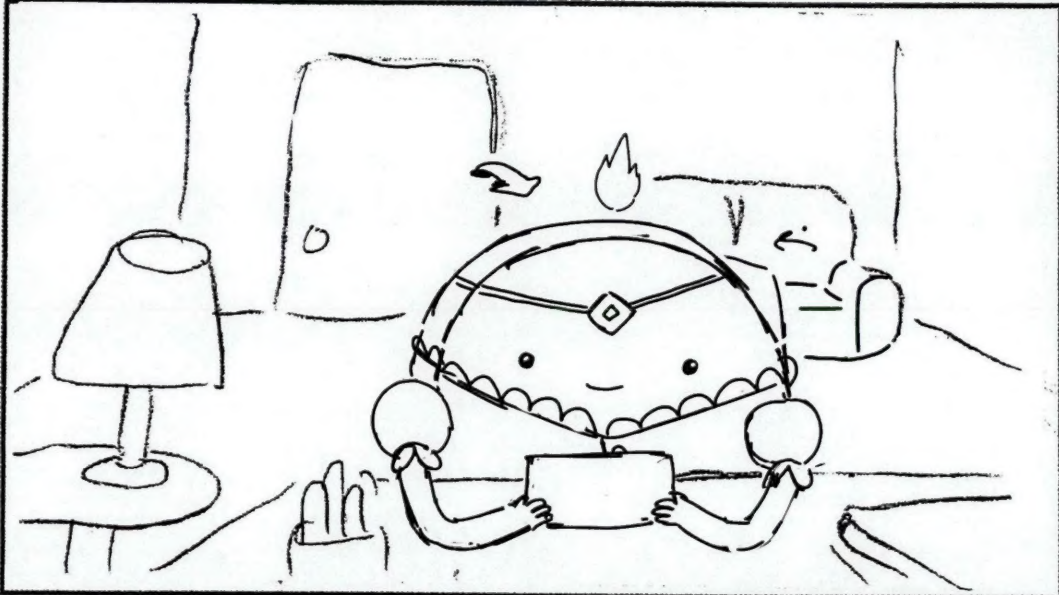


Page **273**

Sc. **164** Pnl. **E** Bg. day night



Sc. **164** Pnl. **F** Bg. day night



Dialog:
Action: - CB SITS DOWN AND LOOKS AT LETTER
Timing: NOV 12 2015

EPISODE # 1034-240

Production:

1034/240

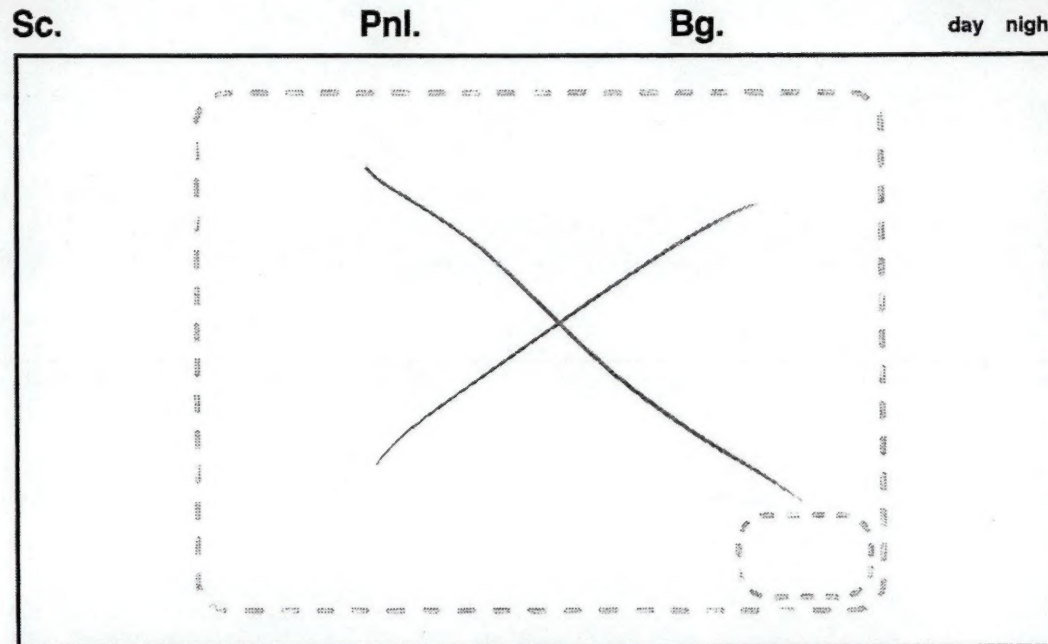
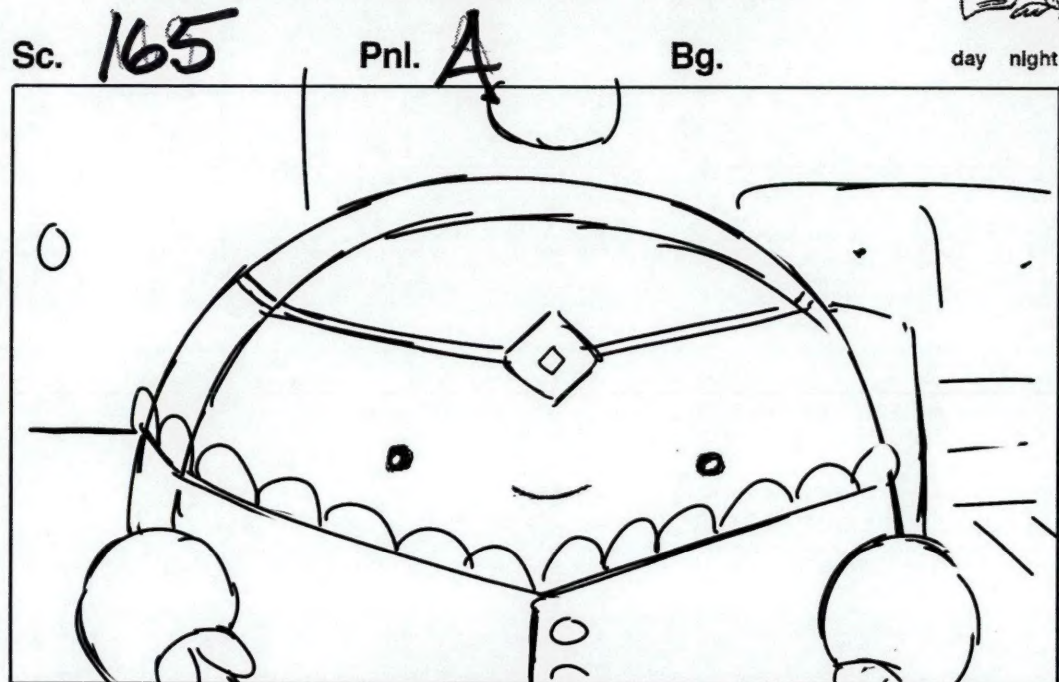
1034/240



# ADVENTURE TIME



Page **274**



Dialog:	<b>SFX = * OPENING ENVELOPE *</b>	
Action:	<b>- CB OPENS envelope OFF/S</b>	
Timing:	NOV 12 2015	

1034-240  
EPISODE #

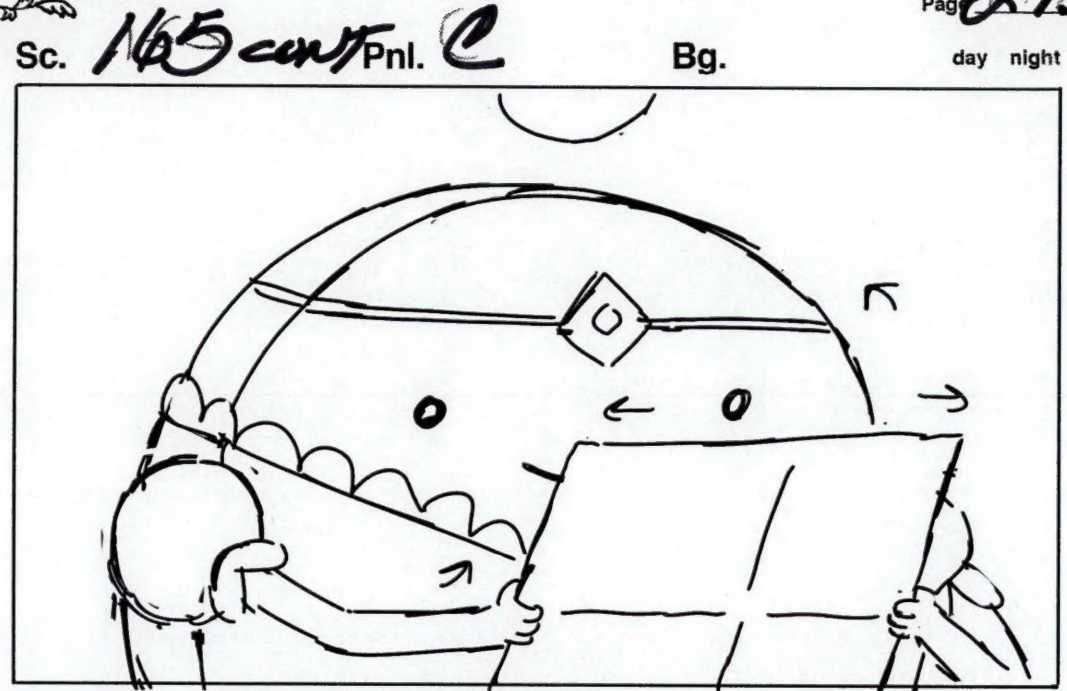
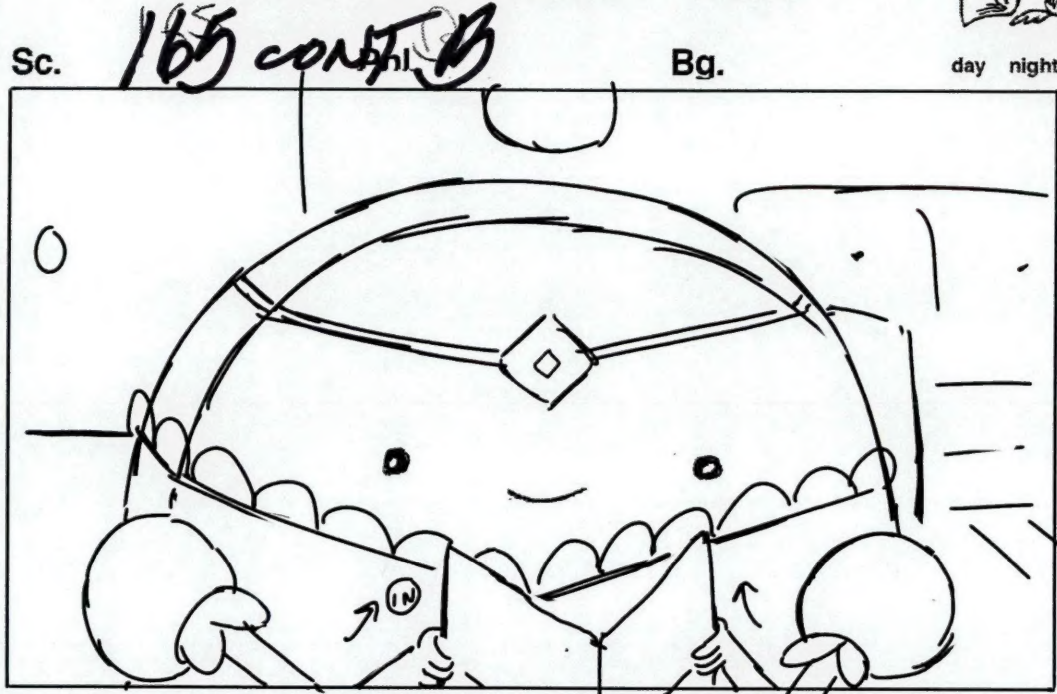
Production:



# ADVENTURE TIME



Page **275**



Dialog:

Action: - CB raises letter on/s

Timing:

**(AB)**: (V/O) DEAR CINNAMON  
BUN. I HAVE A DOG  
NOW. HIS NAME IS CINNAMON  
BUN.  
LOVE, BUN BUN.

NOV 12 2015

EPISODE # 1034-240

Production:



1034/240

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# ADVENTURE TIME



Page **276**

Sc. **166** Pnl. **A** Bg. day night

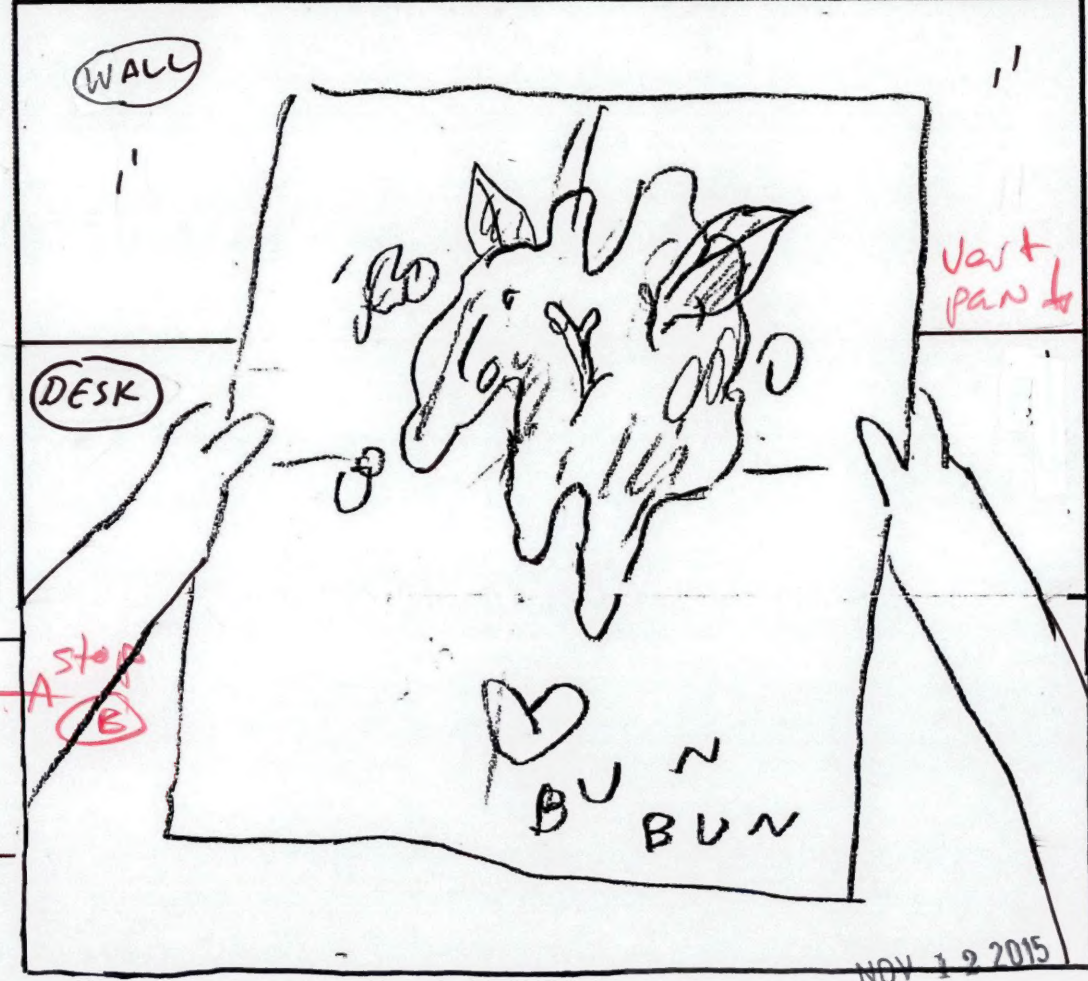


Dialog:

Action: CU OF LETTER : MUD, LEAVES, TWIGS.

Timing:

Sc. **166 CONT B** Bg. day night



**Vest**  
- PAN DOWN TO INCLUDE SIGNATURE.

EPISODE # 1034-240

Production:

1034/240

1034/240